

# GO WILD!



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.



SPECTRUM . AMSTRAD CARTRIDGE  
COMMODORE CARTRIDGE  
ATARI ST . AMIGA

OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.  
TEL: 061-832 6633. FAX 061-834 0650

AVAILABLE **immediately**

"Ocean have crammed in nearly every feature of the arcade...As well as the superb backdrops and smooth parallax scrolling, Toki plays host to some of the wildest sprites ever to appear on the Amiga. As coin-op conversions go, Toki must rate as one of the best yet."  
CU AMIGA

BRITAIN'S BEST-SELLING MAGAZINE FOR THE AMSTRAD

ISSUE No. 70  
JULY 1991  
£2.20

CPC GX4000 PLUS

# AMSTRAD

## BURSTING THE BUBBLE

Pang - Ocean's console stunner

More CPC reviews than any other mag!

What, no covertape? Check with your newsagent!

### ACTION

**SAVE £££s!**

**CONSOLE/PLUS OWNERS -**

The new 6128 Plus and GX4000 console can't load our covertape, but we can offer you a special money-off deal on the latest cartridge software. Check out the AA Special Offers section for more...

**LOADSA GAMES!**

- ★ SHADOW DANCER
- ★ EUROPEAN SUPERLEAGUE
- ★ LONE WOLF
- ★ GAZZA 2

**BUDGET BONANZA**

New, regular section starts this month

**DISK OWNERS**

Want a disk version of the AA covertape? No problem! See the tape pages...

**Future PUBLISHING**

Your guarantee of value

9 770954 806027

**Easy as ABC** Donald Duck teaches tots the alphabet in Disney Software's new series



# GOING OVER THE TOP

NARC



**NARC** The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



**CHASE II** The Arcade Thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's **FASTER** - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!



## TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the surreal truth - You're not you - you're me. You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

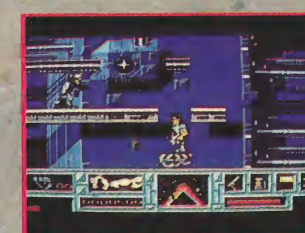
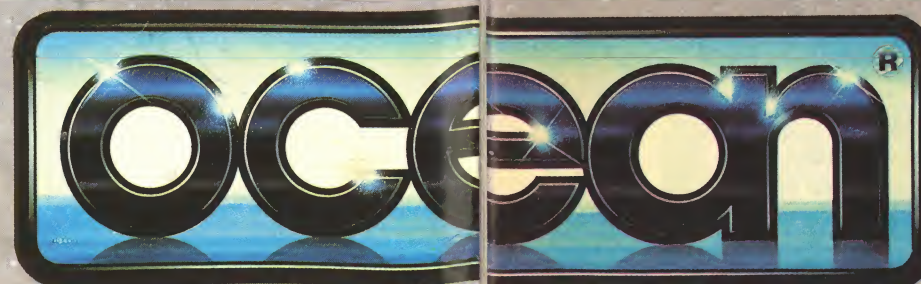
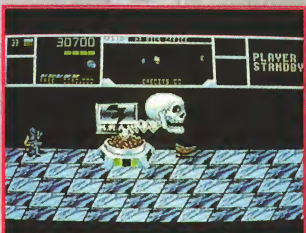
© 1990 CAROLCO PICTURES INC.



**ROBOCOP 2** EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT. The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop! Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED

# FOR THE BEST IN SOFTWARE ACTION



AVAILABLE FOR YOUR: SPECTRUM . AMSTRAD  
COMMODORE . AMIGA . ATARI ST

OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER, M2 5NS.  
TEL: 061 832 6633. FAX: 061 834 0650



# WE'VE GOT THE POWER

A POWER - CRAZED  
COLLECTION OF  
No.1 HITS

PLUG INTO  
THIS GALAXY  
OF FUN AND  
EXCITEMENT  
FOR YOUR  
COMPUTER

X-OUT  
CHASE HQ  
TURRICAN  
ALTERED BEAST  
RAINBOW ISLANDS

POWER UP BY

ocean

AMIGA • ATARI ST  
SPECTRUM • COMMODORE  
AMSTRAD (Compatible with CPC Plus)

AMSTRAD ACTION  
JULY 1991

## ACTION TEST

- 32 **WINNING TEAM** Terrific Tengen coin-op compilation from Domark!
- 34 **SHADOW DANCER** It was a smash in the arcades - how about on the CPC?
- 38 **PANG (CONSOLE)** Galloping gasbags! Simple, but absolutely excellent...
- 38 **GAZZA 2** It's fast, but is it football? This one's short on rules but such fun...
- 47 **LONE WOLF** The computer version of the classic role-playing epics
- 48 **EUROPEAN SUPERLEAGUE A** management sim with graphics!
- 44 **SKULL & CROSSBONES** Yo ho ho and a rattle of bum

PLUS...

- 39 **BUDGET BONANZA!** Loads budgets get the AA treatment

## SERIOUS

- 14 **AMSCENE** High Street stores to stop selling Amstrad software?
- 23 **TYPE-INS BASIC** listings that anyone can use
- 26 **FORUM** Adam (Prof) Waring sorts out all your technical troubles
- 29 **ASK ALEX** Bewildered by the basics? Alex van Damm is the novice's guide
- 50 **GENERAL MILITARY SIMULATOR** (Or Total War Construction Kit?)
- 60 **TEARAWAY** An interesting little hacking and cracking utility
- 61 **DONALD'S ALPHABET CHASE** Early learning with the Disney duck himself

## REGULARS

- 6 **COVERTAPE** Two demos, two games... cop this little lot!
- 15 **THE CHARTS** What's goin' up and what's goin' down
- 16 **ON THE GRAPEVINE** What's in the games pipeline?
- 18 **SUBSCRIPTIONS** Don't delay, order your regular supply of AA!
- 43 **BALROG** Pack away that joystick, dig out that magician's hat...
- 55 **CHEAT MODE** No game is too tough for AA's cheating experts
- 62 **SMALL ADS** £5 will get your ad read by 30,000+ readers!
- 64 **SPECIAL OFFERS** Bargains galore in AA's own mail order dept
- 74 **AAFTERTHOUGHT** All those little details that couldn't go anywhere else



31,228

Member of the Audit Bureau of Circulations  
July-December 1990

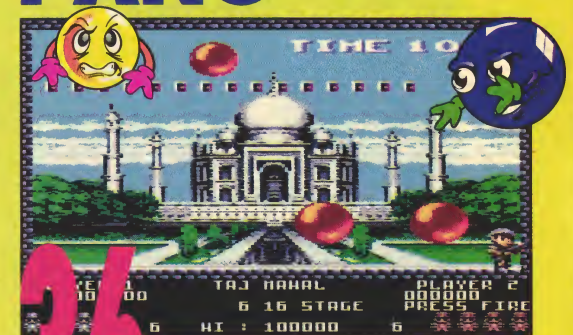
# LINE UP

## ACTION PACK



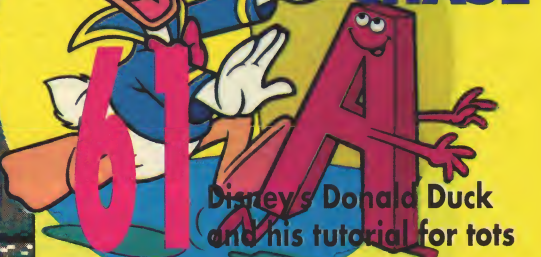
Two fully  
playable  
demos, two  
full games!

## PANG



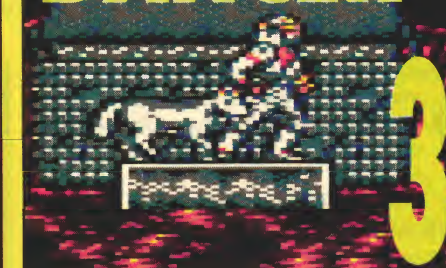
Attack of the giant gasbags! The arcade smash bounces onto the cart

## DONALD'S ALPHABET CHASE



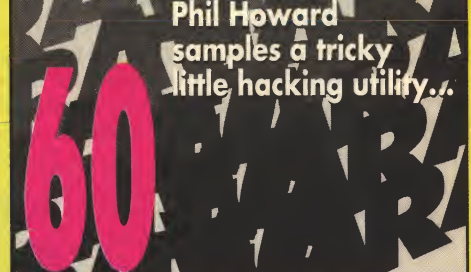
Disney's Donald Duck and his tutorial for tots

## SHADOW DANCER



One of the best arcade beat-em-ups for yonks gets converted by US Gold. Is it all too much for the Amstrad? Is it heck...!

## TEARAWAY



Phil Howard samples a tricky little hacking utility...

Future Publishing Limited Beauford  
Court, 30 Monmouth Street, Bath,  
Avon BA1 2BW

Tel: 0225 442244 • Fax: 0225 446019 • Editor Rod Lawton •  
Reviews Editor Adam Waring • Staff Writer Frank O'Connor •  
Contributors Alex van Damm, Stuart Whyte, Phil Howard, Steve  
Williams, James Pinto • Art Editor Paul Morgan • Additional  
design Paul Tudor • Pencil Sharpeners Acme Office Supplies •  
Group Advertisement Manager Simon Moss • Group Deputy

© Future Publishing Ltd 1990 Amstrad Action is an independent publication. The company producing it - Future Publishing Ltd - has no connection with Amstrad plc. We cannot guarantee to return material submitted to us, nor can we enter into personal correspondence. We take great care to ensure that what we publish is accurate, but cannot be liable for any mistakes or misprints. No part of this publication may be reproduced in any form without our explicit written permission.

Advertisement Manager Philip Davenport  
• Publisher Jane Richardson • Publishing Assistant Michele  
Harris • Group Publishing Director Greg Ingham • Production  
Melissa Parkinson • Subscriptions Christine Stacey, tel: 0458  
74011 • Mail Order Claire Bates, tel: 0458 74011 • Circulation  
Director Sue Hartley, tel: 0225 442244

### 'YOUR GUARANTEE OF VALUE'

This magazine comes from Future Publishing, a company founded just six years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

**Better advice.** Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

**Stronger reviews.** We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

**Clearer design.** You need solid information fast. So our designers highlight key elements by

using charts, diagrams, summary boxes, annotated photographs etc.

**Greater relevance.** At Future, editors operate under two golden rules:  
• Understand your readers' needs.  
• Satisfy them.

**More reader interaction.** We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

**Better value for money.** More pages, better quality: magazines you can trust.

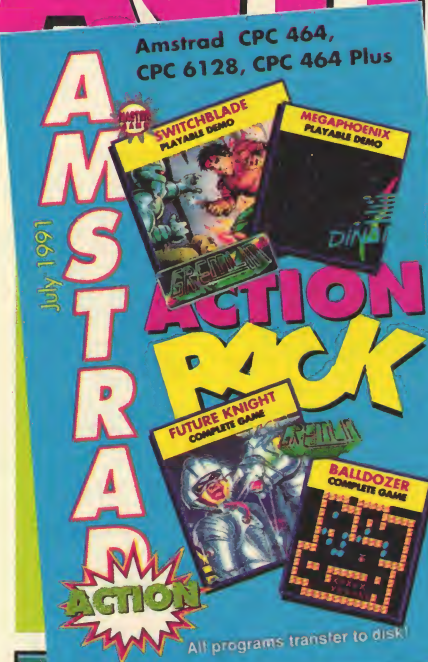
Future  
PUBLISHING

Home of Britain's finest computer magazines.

Amstrad Action • 8000 Plus • PC Plus  
• PC Answers • Amiga Format • ST Format • New  
Computer Express Your Sinclair • Commodore Format  
• Sega Power • Amiga Power • Amiga Shopper



# ACTION **RACK**



## HOW TO LOAD THE COVERTAPE

**L**oading the programs couldn't be easier! Type RUN" (followed by RETURN) and press a key to start the tape rolling. (A short-cut way to get RUN" is to hold down CONTROL and tap the small ENTER key.)

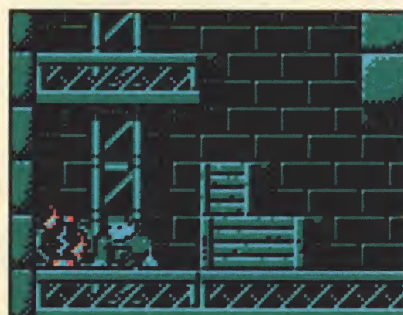
A menu screen will appear in a short time. Select the program you wish to load. Press SPACE to highlight the program you want followed by RETURN to load the program. Switchblade and Megaphoenix

demos are on side one of the tape. Future Knight and Balldozer are on side two. Turn the tape over and rewind to the beginning to load these programs. For extra convenience, there is a menu program on both sides of the cassette.

● If you have a disk drive connected to your machine you'll first have to type /TAPE to switch the machine to tape loading rather than disk loading. (The / is obtained by pressing SHIFT and @) The computer will load the next program.



● Billy, don't be a Hiro, don't be a fool with your life. Why not stand on that ledge all day instead - it's far safer.



● What's this then? A power-up if I'm not mistaken.



● Urk! A nasty monster! You'd be well advised to stay out of his road.

## SWITCHBLADE

Gremlin's epic kick-em-in is available in both cartridge and disk/tape formats, and scored highly in both (94% Stunner - AA64; 90% Mastergame - AA68). And if that wasn't enough to persuade you to rush out and buy a copy, Gremlin has provided a few screens to tempt you in this fully playable demo version of the game.

Though the version supplied is for tape/disk, the console version's gameplay is identical, but uses the enhanced hardware to make the game more colourful, so Plus owners can make a fair judgement of the cartridge version from this too.

Guide Hiro, last of the Bladeknights, in the search for the sixteen segments of the shattered Fireblade. Except this is a

demo version, so you won't find them all - you'll have to get the full game for that. In fact the game is massive, you see only a tiny proportion of the playing area in this give-away.

● Switchblade Controls:  
(Use a joystick)

Left, Right - run left/right  
Down - climb down  
Up - jump/climb up  
Fire - punch/high kick/low kick

Hold down Fire to build up the power meter. A tap will deliver a punch, holding longer gives a high kick, holding 'til maximum power is built up gives a low kick.

P - pauses/restarts the game



● This is what you get to play with - just a tiny section of the huge exploration game from Gremlin. Climb down the ladder at the bottom and it's game over - so don't do it!

## MEGAPHOENIX

Attack of the killer pigeons! Those winged warriors have returned from the past and intend to make the earth one giant nesting site. A lone (or two not-so-alone) warrior is all that stands in their flight-path. It's all a bit like a nightmarish version of *Galaxians*...

This demo from Dinamic gives you just a taster of what's to come.



● Those horrid dive-bombing budgerigars have their beady eyes on Earth again. Not exactly our feathered friends, eh?

● Megaphoenix Controls

Use a joystick or the re-definable keyboard.

Controls are left, right, fire and shield (for a few seconds of invulnerability).

## FUTURE KNIGHT

Gremlin's super arcade adventure is yours for free on this month's tape! You play a knight in shining armour with a difference. He's a knight of the future. His aim? To rescue the fair Amelia, who has been taken hostage by all round bad guy Spegbott the Terrible.

Pick up the extra weapons you find along the way and look for the exit passes to escape from each level.

The mazes of platforms are tortuous and the puzzles mind-bending, but you can do it, after all, there's a girl at stake here...



● It wasn't like this in the old days. That's because this knight is from the future! (Hence the name.)

## DISK OFFER

All the programs on the Amstrad Action cover-tape are easily transferable to disk. However, owners of the 6128 Plus are unable to connect a cassette recorder to their machines, and some of the rest of you may experience loading difficulties.

We've come to a special arrangement with our duplicators. For a small charge to cover costs, they will supply a disk containing all the programs we're giving away on the tape. If

## Tape Trouble?

We hope that your covertape will load first time. However, having worked with computers for as long as we have, we know that things don't always go like clockwork. If you have problems loading the tape, try the following:

- Try loading at several different volume levels if you're using an external tape recorder. Computers can be very fussy about the volume they will load at.
- Clean the tape heads. This can be done with any commercially available cleaning kit. Alternatively, use a cotton bud soaked in alcohol. Gently rub the surface of the heads and pinch roller to remove that layer of accumulated grime.

- Adjust the cassette recorder's head alignment. The alignment screw is located just to the left of the tape head, and is usually accessible through a small hole. Rotate it a fraction at a time with a jeweller's screwdriver. When the crispest sound is heard, the alignment is spot on.
- Sometimes the tape spools can jam or stick at a critical moment. Check the spools in your cassette rotate freely, if necessary giving the casing a slight tap against a table edge just to make sure. If, after trying the all of the above, you still can't get the tape to load then you can return it for a replacement. Send the tape, along with an SAE to:

**AA70 Covertape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.**

● Future Knight Controls

Use Joystick or the following keys:

Q - left  
W - right  
P - up/jump  
L - down/crouch  
SPACE - fire  
U - use object

● Balldozer Controls

Keyboard or joystick may be used.

Z - left  
X - right  
; - up  
/ - down

In addition you may use the following:

R - restart level  
U - undo last move  
ESC - quit level

AA

## But I've got a disk drive...

If you have a disk drive, you'll no doubt find the prospect of loading everything from tape daunting. Thanks to our special tape to disk transfer program, you'll only ever have to load from the tape once - all programs are transferred easily to disk.

Insert a blank formatted disk into the drive and the covertape at the start of side one into your cassette player. Connect the REM socket if you have one (6128 owners) - it'll automatically stop the tape in the right places when accessing the disk drive.

Load the menu program in the normal way and select the TRANSFER TO DISK option. Follow the on-screen instructions and press a key when the computer asks you to. It's as simple as that!

Should you experience problems you'll be asked to rewind the tape and try again. Don't panic if this happens - follow the advice for tape loading troubles.

All the programs on this month's covertape are loaded by first typing:

RUN"MENU

Then select the game you wish to load from the options given.

We've also arranged a special deal with our duplicators. They will supply a disk with all the covertape programs for the bargain sum of £1.70 - trying buying even a blank disk for that! See "DISK OFFER" this page...

you would like a copy on disk, simply send them your name and address along with a cheque/postal order for £1.70 made payable to Ablex Audio Video Ltd. Send your orders to:

**AA70 disk offer,  
Ablex Audio Video Ltd., Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.**

You may also order previous covertapes from issues 67 onwards - just make sure that your envelope is clearly marked with the issue number of the covertape you require.







that some programmers are much better than others at using mode 0 to best effect, either in terms of sprite and graphics design or choice of colours. The second thing is that increasingly we are able to 'grab' screens onto disk rather than having to photograph them. The produces screenshots in perfect focus with no distortion. However, the program we use to convert the screens into images on paper reproduces each pixel as a square. On some mode 0 games this does lead to a blocky-looking image. The advantage of this grabbing process, however, is that we can do clever things like showing entire levels on the page, or pulling out sprites for illustrations, so we think the advantages more than outweigh the disadvantages.

The changes to the Amstrad's sound capabilities go far deeper than simply providing two speakers instead of one! It's up to the programmers of future cartridge games to show us what the new hardware is capable of, however.

Bring back Broadley? No way, I'm afraid.

## 464 Plus? No chance!

My son has a CPC464 which has stopped loading the tapes. It has been back to Mastercare, a repair company, on several occasions, but it still



● High Street shops say the chances of getting a 464 Plus are "virtually zero!"

would not load. When we bought the computer we took out insurance on it, so we have been in touch with them and they have written off the computer, and told us we can have a replacement. The problem is, none of our local electrical firms (Dixons, Currys or Comet) can supply us with one that will take the CPC464 games. I was told the 464 Plus was the one that is compatible, but they say the chances of getting one are zero. Why? We have £300-worth of games which we cannot use.

Mrs S A Holloway  
Taunton

Rod: The shops you spoke to were right, the 464 Plus is the direct replacement for the CPC464. I'm very surprised they won't sell you one, though!

It sounds to me like you need to hunt out a decent local computer shop, not one of the major chains, if that's the advice they're giving you. Failing that, Amstrad itself should be able to help you. The number you want is 0277 228888.

## HOW TO BE A COMPLETE CONTROVERSY

Disgusting. Yes, I'm talking about the May covertape. I'm sure at least 1,000 young Amstrad users up and down the country, as soon as they saw the tape, immediately wanted to know what a b\*\*\*\*\* is. When putting together future covertapes, please bear in mind there are children buying the mag, myself included.

Rayner Lucas (10)  
Halesowen

Today I received my subscription copy of Amstrad Action complete with the covertape. Having examined the contents of the covertape, I am puzzled by this month's selection.

Tapes are intended principally for 464 users. A large number, if not the majority, of these are young children. I know that we live in a modern, so-called enlightened society, but I fail to see why, from amongst a vast choice of software, you had to include How to be a Complete Bastard.

I am sure that you will agree that the words 'bastard' and 'fart' are not yet accepted in this country as standard forms of expression among civilised people, certainly not in the company of children.

The CPC464 is not my only computer, and it is kept mainly for the use of younger members of the family, as is the copy of Amstrad Action. I have no quarrel with the magazine, which serves its intended purpose very well, but if the above game is an example of the standard for the remainder of my 12 months' subscription, I wonder if it was worth subscribing.

J Bodlaski  
Manchester

Rod: I've had a few letters on this subject, and a few phone calls too. I think we should probably get a few things sorted out.

Amstrad Action is not, and never has been, a magazine devoted to children. True, its readership is changing as the perception of the machine itself is changing, towards a younger market. We are observing this trend closely. The fact remains, however, that AA is a magazine for all ages. Obviously we don't want to offend our younger readers or their parents, but no magazine can satisfactorily address every single age group. If we produced a magazine perfectly suited to the needs of ten-year-olds, nobody over twelve would read it. I'm sorry if people found the game offensive, and from the reaction of those people who have phoned up to complain I will think very seriously about the

## Subs offer for disk users please

I like the covertape idea, as it gives me something to play each month and I get some dead useful utilities. This was probably why I subscribed with the bonus of a tape game free into the bargain.



● How to be a Complete Bastard has kicked up a stink. Did we do the right thing?

content of future covertapes. Nevertheless, those points above need making.

Now some other observations. It's interesting that out of the 1,000 young Amstrad users Rayner believes wanted to know what a b\*\*\*\*\* was, he was the only one who wrote in to complain. Also, while 'bastard' and 'fart' aren't, it's true, words commonly used by adults in the company of children, I think you'll find those words - and far worse - are commonly used by children in the company of children. Kids are very well aware of which words they can and cannot use, and on which occasions. And if they're not - well, they must have had a pretty liberal upbringing. The true argument, of course, is that if a swear-word appears in print, or on a computer screen, a child will feel that it is thus 'validated' and they are allowed to use it. I don't believe that, but I don't think it's an argument I'd ever win.

Finally, during one telephone call, an irate mother professed to be otherwise happy with the covertape, including the Predator II demo. This game consists, basically, of going round killing everything you see. This was apparently a fine occupation for a ten-year-old! It's worrying to think that children are thought to be more at risk from the lampooning of bodily functions than the ritualised slaughter of human beings.

That's enough moral debate, I think. Please, no more letters or phone calls. I've heard all the arguments and they've all been noted. 'Adult' computer games are rare, if nothing else, and we don't anticipate doing any more. I have to admit too that if the whole thing came up again, I wouldn't use How to be a Complete Bastard on the covertape. Whatever my commercial or moral arguments, I guess the bottom line is that I don't want to offend people.

However, why don't you do a free game option on disk, with the price of subscribing slightly higher if you take the disk option? As it stands, those with a 6128 Plus cannot benefit from tape, hence will not appreciate the price rise because £5 off a console game still means you have to spend £20, and many cannot afford this.

I now I would be niggled if I had to buy something I couldn't use, but on the other hand there are probably more CPCs than Plus machines, so probably it's just tough!

That aside, Amstrad has also, in my opinion, done the wrong thing. What Amstrad should have done is released a console for the price it is now, with built-in stereo speakers and sound, built in a plug-into-telly option or CTM644 monitor option and then concentrated on other Amstrads such as PCs.

The Plus range should never have happened. The old CPCs should be re-released with the Plus keyboard and stereo sound out of the keyboard (so as not to cause GX4000 problems) and so you get stereo on a TV. Also, keep the tape connector and external sound, as it is quite good out of a hi-fi. Perhaps on the 6128 include a new chip allowing a 3.5-inch second drive to be used as drive A (formatting to 800K) when turned on by a command (let's say 13.5 A: and 13.5 B:). The 3-inch drive should remain built-in.

The Amstrad attitude that the Plus is a games machine should be abolished.

Jason Smith  
Canterbury

Rod: I've asked our subscriptions department about the idea of offering disk games with subscriptions, and apparently it would put up the cost by several pounds. And if we did change the existing arrangement, it would make our subs offer more complicated to administer. At the moment, we're not sure how many 6128 Plus owners there are out there, but if we get letters asking for a disk subs offer, naturally we'll look at it again.

Your comments about the Plus machines are interesting, but I doubt they'd be practical. Amstrad has taken on a big job launching the

## Vorsprung durch Fritz

I am just writing to air my views on the recently disclosed Prototype, the multi-font utility to work with the Protexxt ensemble. This will really make the Protexxt range, with its line graphics and boxing system, a perfectly acceptable DTP package. A high standard of output will be achievable, I am sure. All we need now is the capability to import screens. Well done Arnor, we didn't think you had deserted the CPC for a minute.

Just a couple more things to mention. I would like to draw your attention to Fritz Obermeier Computing, a German company which develops some great kit for the CPC. Firstly, the company has on the market a memory expansion kit which allows you to add a little more than 256K to your CPC. Fritz's little add-on is able to bring the CPC memory all the way up to 512K! Not all that much by today's standards, but I would say that it may be one of the best for an 8-bit computer.

The second piece of kit I am going to mention is also from good old Fritz. Do you remember a while ago (two years plus) a British company was developing a hard disk for the Amstrad? Well, Vorsprung Durch Technik - the advantages from technology -

## BASIC Programmers Group

Just a note informing you of the creation of this new user group catering specifically for BASIC programmers, including users of Locomotive's BASIC of course.

The aims of the group are to encourage use of the language on the Amstrads and all machines, allow the exchange of programming ideas, build up a library of programs written by users, assist in the conversion of programs and generally assist the BASIC programmer. Beginners are especially welcome.

If any of your readers are interested, they can obtain a free newsletter by telephoning 0924 892106 or by writing.

Mark Blackall  
68 Queen Elizabeth Drive  
Normanton  
West Yorkshire WF6 1JF

cartridge format already. If you make the GX4000 the machine the only one that will play them, the job would probably prove an impossible one. And at the moment, the Amstrad range is designed for those who buy a GX4000 and then decide later to experiment with more than just games. These people can then go and buy a Plus, knowing that all the cartridge games they've spent out on will run on this machine too.

I agree that Amstrad's decision to push the GX4000 and Plus purely as games machines is a very sad one for us users, but

you can see the reasons behind it. Amstrad doesn't want the Plus range competing with its low-end PC machines. And these days it's much easier to sell a machine to distributors and retailers when it's aimed at a specific market rather than just acting as a jack of all trades.

## Casting a net

I'm quite distressed. I've looked for a computer game remotely to do with fishing. I've looked for ages through most magazines and shops without a trace of luck...

Companies keep on churning out shoot-em-ups and racing games but not one fishing game. If you hear of one, please could you print the news in AA?

You're my last resort.

David Curry  
High Wycombe

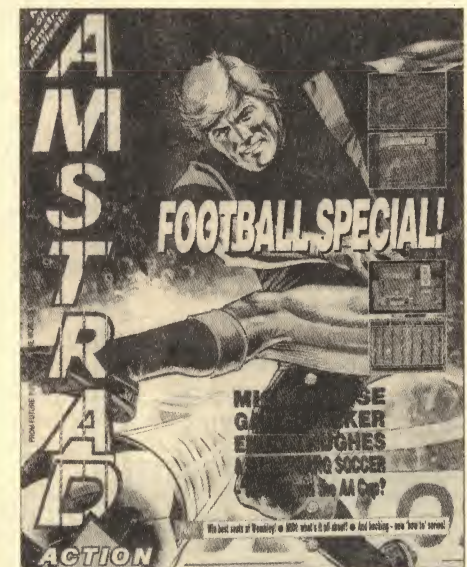
Rod: A fishing game, eh? I hake to disappoint you, David, but I asked around all the people on this floor and nobody haddock clue. You won't find fishing games perched on the shelves in the High Street, even though it is a lot of people's sole interest. If anyone can help, drop me a line. You'd have thought Ocean would have done a fishing game, wouldn't you...?

## AA on the telly!

I have recently seen issue 45 of Amstrad Action on television (the football special edition). It appeared on BBC1 at precisely 5.17pm on the 19th of February. Just thought I'd tell you this because in Future's mag New Computer Express (very good it is too, hint hint) they give away fivers for spotting things like that on TV...

Philip Tricklebank  
Chester

Rod: Well done, Philip, for being so observant! It's not often you hear from someone so on-the-ball, so obviously intelligent and alert and clearly a man to be reckoned with. (That's instead of a fiver, Philip.) AA



● This issue of Amstrad Action has been on the telly! Gosh, fame at last. We're selling autographed copies at £29.95, by the way...







# Amscene

## TWO FOR THE PRICE OF ONE!

US Gold to put CPC and Speccy games on the same cassette

Veteran games publisher US Gold is taking the bold step of releasing all its future full-price Spectrum and Amstrad games on a dual-format cassette.

Starting with the forthcoming *Mercs*, buyers will get the Spectrum version of the game on one side of the cassette, and the Amstrad version on the other.

This will clearly delight Spectrum or Amstrad owners whose friends have the other machine – effectively they will be getting two games for the price of one.

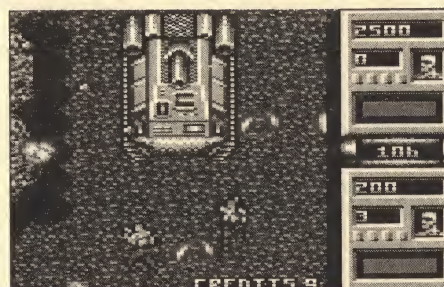
Needless to say, this isn't the idea as far as US Gold is concerned. The Birmingham company is instead aiming to cut distribution costs and make its products more appealing to dealers with limited display areas and storage facilities.

### Ugly rumours

This news comes when rumours are circulating the trade press that retailing giant W H Smith is considering dropping full price Spectrum and Amstrad games.

A Smiths spokesperson, however, told AA that this wasn't the case: "Due to declining sales, W H Smith will be reducing the range in a number of stores, but will continue to stock the Spectrum and Amstrad software."

The bit about "depressing sales" is bad news for Amstrad fans, but at least the format is still being supported properly in the High Street. With 8-bit sales on the decline generally, US Gold's dual-format marketing strategy should prove highly attractive to retailers.



● *Mercs* will be the first US Gold game to have both Spectrum and Amstrad versions on the same cassette. The aim is to cut down on display space for retailers worried about the decline in 8-bit sales.

**Swap your CPC464 for a CPC6128!**

Mail order supplier WAVE is offering what has to be just about the ultimate 464 upgrade. For £110 plus P&P WAVE will take your 464 and convert it into a machine completely indistinguishable from a 6128! Actually, the machine WAVE returns will be a 6128. The company has got hold of a batch of Spanish 6128s (we're told the only difference between these and UK versions are a few keyboard characters) which it will swap with 464s for the sum quoted. If you want to find out more, call WAVE on 0229 870000.

## Bargain drive pack

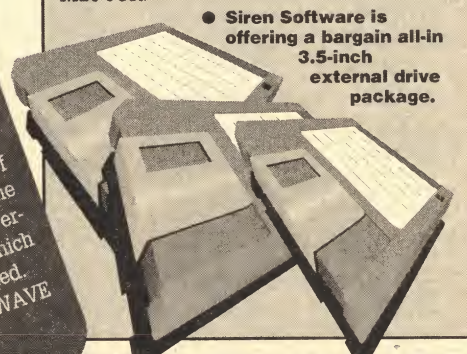
Peripherals supplier Siren Software has come up with an all-in external disk drive package at a bargain price.

Called The Complete Disk Drive Solution, the pack consists of a plug-in external 3.5-inch disk drive, ROMDOS (to allow users to format disks to a full 800K), a ROMbox and a set of disk utilities. The utilities include a RAMdisk, sector editor, fast formatter and more.

Siren's normal price for this kit would be £160. Now, however, the whole lot is on offer for £99.99 plus £5 post & packing. Owners of Plus machines should note that although the drive is compatible with their machines, ROMDOS is not.

For more information, call Siren on 061 724 7572 or write to: Siren Software, Wilton House, Bury Road, Radcliffe, Manchester M26 9UR.

● Siren Software is offering a bargain all-in 3.5-inch external drive package.



## Microstyle problems

A number of our readers have reported difficulties in getting hold of goods and even contacting peripherals supplier Microstyle. Microstyle's boss, Phil Craven, has now been in touch with us to say that there have been delays due to high demand, that the company is in the process of moving premises and that things are now being sorted out. More news when we have it.

## Log on to The Dock

Comms fans will be pleased to learn there's now a new bulletin board on the scene.

Called The Dock, the BB is actually run on a CPC – a 6128 – and has file areas covering both CPC and PCW machines. For the technically-minded, The Dock is run using ROS software on a 6128 with a second drive using 800K floppies. A 256K silicon disk takes care of messages, and the modem itself is an Amstrad SM2400.

SYSOP Terry Youll says the bulletin board is on-line between 10pm and 8am daily. The number to call is 091 454 6978.

## Scull PD branches out

Scull PD has moved premises again. The company is back at its old address: 119 Laurel Drive, East Kilbride, Glasgow G75 9JG. There's also plenty of news from this rapidly-expanding public domain library.

Alan Scully now has a total of 120 disk full of public domain software. He has also started a regular fanzine, called CPC Domain. It's due to come out every month and has 40 pages filled with articles, news and reviews – as well as a full list of the library's software. Each issue will sell for £1.25, and special offers are available for subscribers.

And a follow-up to the public domain DTP program Pagemaker Plus has been produced. Pagemaker Deluxe, however, is not public domain. But at just £5 including disk, postage and packing (£3.50 if you supply the disk), it's not going to cost a



● The excellent results from Scull PD's budget Pagemaker Deluxe DTP program. It's not PD, but costs only £5 including disk, postage & packing.

# CHARTS

This chart is compiled by Gallup Ltd.

© European Leisure Software Publishers Association Ltd. 1991

## FULL-PRICE

▲ NEW ENTRY ■ NO CHANGE ▲ GOING UP ▼ GOING DOWN

1	<b>Dizzy Collection</b> Codemasters	Not reviewed	■	1
2	All the Dizzy games in one compilation? Great value, and great, great fun			
3	<b>Teenage Mutant Hero Turtles</b> Mirrorsoft	AA65 76%	■	2
4	Those pizza-eating freaks are still up there. When will we see an <i>Attack of the Killer Tomatoes</i> game?			
5	<b>Big Box</b> Beau Jolly	Not reviewed	■	3
6	Another compilation? No-one's writing new games any more!			
7	<b>Back to the Future 3</b> Mirrorsoft	AA69 78%	▲	9
8	Marty McFly goes West in his third film tie in. It's not bad either			
9	<b>Power Up</b> Ocean	Not reviewed	▲	6
10	Another compilation full of past coin-op hits			
11	<b>Narc</b> Ocean	AA69 60%	▲	16
12	Fight the drug war single handed or with a pal. Not a brilliant arcade licence			
13	<b>Super Monaco Grand Prix</b> US Gold	AA68 74%	▲	13
14	Vroom, vroom! Ambitious racing game that works fairly well, once you get used to it			
15	<b>Gremlins 2 Elite</b>	Not reviewed	▲	14
16	We're still waiting for Elite to send our review copy. Maybe that says it all...?			
17	<b>Switchblade</b> Gremlin Graphics	AA68 90%	▲	–
18	Punch and kick your way around Gremlin's underground exploration classic			
19	<b>Multi Player Soccer Manager</b> D&H Games	AA61 65%	▲	12
20	Text only football sim – all right if you like that sort of thing...			
21	<b>Gazza 2 Empire</b>	AA70 77%	–	10
22	The console classic makes it onto tape and disk			
23	<b>Hollywood Collection</b> Ocean	AA67 83%	–	8
24	Batman, Ghostbusters II, Robocop and Indiana Jones – four great games			
25	<b>Fists of Fury 2</b> Virgin	AA68 79%	–	5
26	Furious fighting fun with this fantastic fighting foursome			
27	<b>Kick Off 2</b> Anco	AA63 86%	–	11
28	Excellent footie sim with the playability of KO1 and graphics too!			
29	<b>North and South</b> Infogrames	AA66 91%	–	–
30	General Lee and co battle it out in the American Civil War sim			
31	<b>County Cricket</b> D & H Games	Not reviewed	–	–
32	Cricket Management sim. Sounds, erm, interesting...			
33	<b>Total Recall</b> Ocean	AA68 91%	–	4
34	You saw the demo on AA67's <i>Action Pack</i> . And the game is excellent!			
35	<b>Robocop</b> Ocean	Not reviewed	–	15
36	Still selling strong – despite being available on the <i>Hollywood Collection</i> compilation			
37	<b>Platinum</b> US Gold	AA63 72%	–	–
38	Patchy compilation with a couple of classics but a lot of dross			
39	<b>Golden Axe</b> Virgin	AA66 75%	–	7
40	Competent scrolling megadeath blast. Colourful graphics, but chunky			

## THE BUDGETS

1	<b>Magic Land Dizzy</b> Codemasters	■	1
2	<b>Dragon Ninja</b> Hit Squad	▲	–
3	<b>Dizzy Panic</b> Codemasters	▲	–
4	<b>Double Dragon</b> Mastertronic	▼	2
5	<b>Quattro Racers</b> Codemasters	▲	–
6	<b>Cavemonia</b> Atlantis	▲	7
7	<b>Scooby &amp; Scrappy Doo</b> Hitec	▲	–
8	<b>Multimix 1 Golf</b> Kixx	▲	–
9	<b>Quattro Firepower</b> Codemasters	▼	4
10	<b>Kick Off</b> Anco	▲	–

## WHAT'S HAPPENING!

Dizzy is dominating the charts this month, being number one in both the budget and full-price listings, as well as making an appearance with *Dizzy Panic*. Just goes to show that anything will sell if you put the right name on it...

Just one new entry in the top ten, and only a few more in the rest of the chart. But apart from the first three selling games, there's plenty of place-swapping going on! Compilations are always popular this time of the year. This month is no exception, with six of the things in the top twenty.



# ON THE GRAPEVINE...

What's going on in the world of games then? Probably the best thing to do is read on and find out...!

## COMPILATION CRAZY

Summer's coming and it's traditionally a quiet time for the software houses. Ubisoft wants to change all that with a couple of value-packed compilations to keep you at your keyboard instead of wasting your time outside in the sun.

Each compilation has six games, most of which are absolute stunners. Check out these statistics...



Just one of the games on the soon-to-be released Ultimate Collection compilation is After the War, a shoot-em-up from Dinamic.

The Ultimate Collection features:

- Skatewars (80%, AA61) - Ubisoft's futuristic skating sim.
- Zombi (69%, AA16) - Undead arcade adventure from Ubisoft.
- Pro Tennis Tour (72%, AA53) - Two player tennis from Ubisoft.

Puffy's Saga, a tale of heroics, daring deeds and bouncing tennis balls is Ubisoft's Gauntlet-style offering on Six Appeal.

- Stunt Car Racer (96%, AA59) - Thrills and spills with Microprose's brilliant racing game.
- AMC (83%, AA53) - Scrolling shoot-em-up from Dinamic.
- After the War (81%, AA52) - Scrolling shoot-em-up from Dinamic.

The sexy Six Appeal includes:

- Rick Dangerous (83%, AA48) - Excellent arcade adventure from Microprose.
- P47 Thunderbolt (89%, AA54) - Bam! Blam! Wham! Airborne antics from Microprose.
- Twin World (82%, AA62) - Cutsie Ubisoft game that's worlds apart.
- Pick 'n' Pile (79%, AA66) - Frantic quick thinking action from Ubisoft.
- Puffy's Saga (85%, AA56) - Ubisoft's cute Gauntlet style game.
- Satan (83%, AA61) - Scrolling shoot-em-up from Dinamic.

## MERCS

The former American President's been taken hostage while on a peace tour. No, no, that's not a good thing. He may be a dribbling buffoon, but he has to be rescued all the same.

And guess who's up for the job? Yep, you. As a highly trained mercenary, you have to penetrate the enemy base and rescue your country's ex-leader.

The demo we've seen is crude, but is looking good. More news when we have it.



The president is missing! In MerCS, you're the chap charged with the job of getting him back! (Now where has he wandered off to...?)

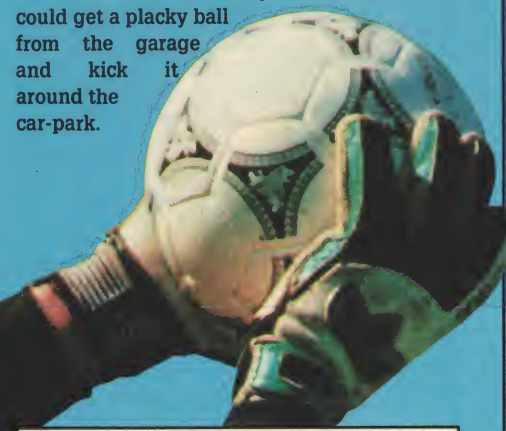
## EURO FOOTBALL CHAMP

Footie fans who like an arcade challenge will no doubt be delighted to hear that Domark is to bring out Euro Football Champ. The game is based on Taito's high speed soccer coin-op.

Bet you can hardly wait! Well, you'll

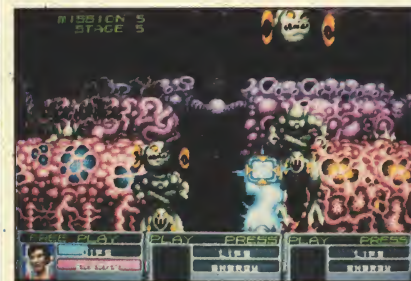
have to. Domark isn't planning to release the game 'til the middle of next year, so that it coincides with the European Football Championships in the summer of '92.

In the meantime you could get a plucky ball from the garage and kick it around the car-park.



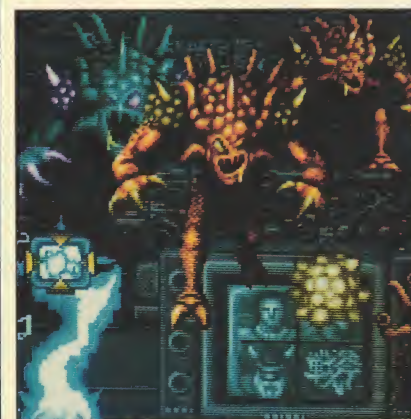
## ALIEN STORM

US Gold has certainly been busy where coin-op conversions are concerned. A storm of aliens is headed our way in Alien Storm, the conversion from the Sega arcade machine.



Yucky poo! Hordes of revolting slime balls make their way towards you in a sea on alien gunk.

Details are scant at the moment - all we have is the arcade screen shots. But they look damned fine. Let's hope the Amstrad version is too.



Don't get over-excited - these are the arcade screen shots. They'll be making their way to your Amstrad fairly soon.



Those generous sorts at US Gold have given us ten goodie bags to give away, for no other reason than they're all-round good guys (and gals!).

The goodie bags contain a mystery selection of games, posters, badges, T-shirts etc (i.e. we're not exactly sure what they will contain), just like Christmas, eh?

So what do you have to do to get your grubby paws on this sack-load of scrumptious stuff? Simple - just answer the following gold-related questions.

First the rules: no multiple entries and get 'em in by July 31st. Abide by them or you'll be getting a gold brick through your window...

1. What is the best medal awarded at the Olympic Games?

- (a) Bronze?
- (b) Silver?
- (c) Gold?

2. What colour was the fleece stolen by Jason and the Argonauts?

- (a) Mauve?
- (b) Red and green paisley?
- (c) Gold?

3. What is Mathew Kelly's daytime TV show going for?

- (a) A small family car?
- (b) A cheque book and pen?
- (c) Gold?

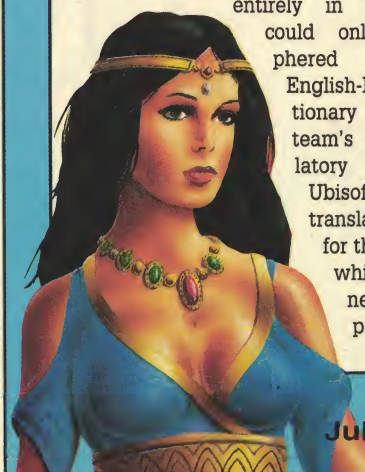
Entries on a postcard to: Good as Gold, Amstrad Action, 29 Monmouth Street, Bath BA1 2BW.

## IRON LORD

Remember Iron Lord, the Ubisoft game that we raved about back in issue 61? We liked it so much that we awarded it Mastergame with 92%. The only trouble was that the text was

entirely in French, and could only be deciphered with an English-French dictionary and the AA team's pooled translatory talents. Ubisoft was due to translate the game for the UK market, which sadly never happened...

...Until now! Mail order specialist Turbosoft has struck up a deal with the French publisher. Turbosoft is translating the game into English, and has the exclusive rights to marketing the game in this country. So, initially at least, the game will only be available via mail order from the company.



## FINAL FIGHT

The arcade game Final Fight features stunning graphics and super-huge sprites. US Gold has got the sprites right anyway, all we need to wait for now is the game!



Punching people's heads in is hardly proper behaviour for the city's Mayor, but that's exactly what he - you - is doing in Final Fight from US Gold.

There's a perfectly good reason for this rather unmayor-like conduct. His daughter has been kidnapped by the brutal Mad Gear gang, and they don't have any truck with court subpoenas and parking tickets. It looks like violence is the only way. Luckily the Mayor was once a street-wise fighter, and has a couple of equally tough chums to help him take on the gang.

All we've seen so far are the sprites, but US Gold is so proud of them it's sent us some screen-shots - and they're jolly impressive.

The arcade machine features massive sprites, and these have been duplicated faithfully in the computer version. We also have some arcade shots just to give you an idea of what the real thing's going to be like when it's finished.



# RECEIVE ONE OF THESE YOU SUBSCRIBE TO

## THE ADVANCED OCP ART STUDIO

Simply the best art  
program around for the  
Amstrad!

Comprehensive and  
easy to use, it's  
packed with features  
and is icon driven.

The package normally  
retails for £22.99 but  
this special AA version  
is yours as a gift!

- Disk only.
- 128K memory required.
- Mouse not included.



## SWITCHBLADE

Explore and kick your way  
through a huge underground world. The  
console classic makes its way onto the  
ordinary Amstrad – with startling  
results! Cassette only.

## RICK DANGEROUS II

Frantic, frustrating, fantastic platform action  
in this sequel to the best-selling original.  
Cassette only.

# SUPERB GIFTS WHEN AMSTRAD ACTION

12 issues of your favourite  
magazine delivered to your door  
at no extra charge

**PLUS...**

a free cover mounted cassette  
every month

**PLUS...**

one of the software packages of  
your choice – as a gift!

All for just  
**£26.40!**

COMPLETE AND RETURN THE COUPON BELOW RIGHT AWAY OR CALL OUR CREDIT  
CARD HOT LINE ON 0458 74011

**YOUR NO RISK GUARANTEE** You can cancel your subscription at any time and we  
will refund you all unmailed issues

## BACK ISSUES

### SORRY

ISSUES 1-50, 52, 54, 56, 57, 58, 59 ARE SOLD OUT

### OTHER ISSUES STILL AVAILABLE

51 • £1.45

Batman and Powerdrift get the treatment, PC Show report, RSX LIB,  
Nirvana and Sprites Alive reviewed.

53 • £1.45

EPROMs feature, PD column begins plus an awesome Batmap.



ISSUE 55 • £1.45

Education special,  
Heart research, Phil  
Howard takes over  
Cheat Mode with  
Myth Mastergame.



ISSUE 60 • £1.45

Amstrad's new  
console and Plus  
machines under the  
microscope.  
Exclusive analysis.



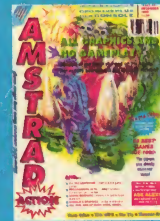
ISSUE 61 • £1.95

Fifth birthday issue  
with cover tape and  
special boardgame.  
Iron Lord and Monty  
Python reviewed.



ISSUE 62 • £1.60

Past, present and  
future of film tie-ins.  
Rick Dangerous II  
Mastergame. CES  
report.



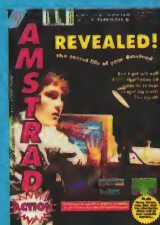
ISSUE 63 • £1.60

Shadow of the Beast  
and Learn to Read  
with Prof reviewed.  
Part 1 of the AA end-  
of-year games  
retrospective



ISSUE 64 • £1.60

Switchblade on the  
console reviewed. AA  
Christmas covertape,  
including Puzznic  
demo, Lost Caves &  
Sprites Alive game



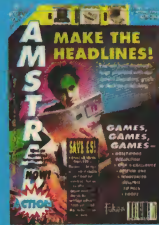
ISSUE 65 • £1.60

Complete guide to  
word processing for  
beginners. Ninja  
Turtles, Lotus  
Challenge and Gazzia  
II reviewed



ISSUE 66 • £1.60

How to beat games  
– an exhaustive 6-  
page guide to all the  
best techniques.  
North & South  
reviewed plus  
Robocop II on the  
console! Also, Fun  
School 3 arrives



ISSUE 67 • £2.20

The first part of our  
DTP feature that  
tells you all you  
need to know.  
Boxed covertape  
includes full  
versions of Dizzy  
and Hydrofool, plus  
a playable demo of  
Total Recall



ISSUE 68 • £2.20

No less than four  
Mastergames!  
Total Recall, F-16  
Combat Pilot, Bat  
and Switchblade all  
win AA's most  
prized accolade.  
Includes covertape  
packed with games  
and demos.



ISSUE 69 • £2.20

Learn how to be an  
artist with your  
Amstrad. Arnor's  
new printing utility  
Prototype reviewed,  
Nightshift, Navy,  
Prince of Persia,  
Dick Tracy,  
Predator 2 and  
much more!

**YES!** Please enter/renew my subscription to Amstrad Action at the all-inclusive price of...  
(tick as appropriate)

☐ UK £26.40 ☐ EUROPE & EIRE £46.40 ☐ REST OF WORLD £71.40

To ensure you receive your magazine and tape quickly and undamaged, all overseas subscriptions are sent Air Mail

My choice of FREE Software is: ☐ RICK DANGEROUS II ☐ SHADOW OF THE BEAST ☐ OCP ART STUDIO ☐ SWITCHBLADE

Please also send me the following back issues (see opposite page for issues still available)

Name \_\_\_\_\_ Telephone No \_\_\_\_\_

Address \_\_\_\_\_

Post Code \_\_\_\_\_

Method of payment (tick your choice) ☐ VISA/ACCESS ☐ CHEQUE (make payable to Future Publishing Ltd)

Total cost \_\_\_\_\_ Card No \_\_\_\_\_ Expiry date \_\_\_\_\_

Enclose this coupon (together with your cheque if applicable) in an envelope to: Amstrad Action Subscriptions, FREEPOST, Somerton TA11 7BR.

THIS COUPON IS VALID UNTIL 31ST JULY 1991

All prices for  
UK only  
OVERSEAS PRICES:  
Europe £5  
Rest of World £7  
To order back issues use the  
subscriptions order form  
opposite.



# The ST is just the beginning

*The Atari ST is the perfect introduction to the world of computing. The power of the ST allows you to run "serious" applications as well as playing games, and the ST system is flexible enough to allow you to expand as you develop your interests and expertise in different applications.*

*With so much diversity and power it is easy to see why the Atari ST family is one of the most successful ranges of computers in the world. But best of all is the built-in growth potential. The 520ST user of today is the TT user of tomorrow; beginning with games or a simple word processor, anyone can learn about computers and gradually acquire the skills of the professional computer user. And unlike many other systems, an Atari upgrade is not wasteful. Much of the software available for the 520ST will run on both the Mega STe and the TT systems. With an Atari an upgrade means that you can add new capabilities and expand your computing horizons without losing everything you have acquired along the way.*

*If you thought that computers were all about playing games you've been missing out on the real potential that you and your computer have. To find out more about either the Atari ST or peripherals for any applications simply fill in the coupon and send it to Atari at the address below.*



Whether you are looking for a leisure computer, an educational computer, a computer for all the family or a powerful business system, look no further than the **Atari ST Range**.

**Please send me more details about the Atari ST and other products**

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

POSTCODE \_\_\_\_\_

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ



The **Atari 520ST** is an easy way for you and your family to learn about computers while having a great deal of fun. This best-selling computer has an impressive range of features that fit many requirements at home or in the office. A generous 512K RAM memory is included as standard - enough to run large spreadsheets and databases as well as the latest generation of computer games. There are plenty of expansion ports available for printers, modems, monitors and hard disk, and other peripherals allowing you to increase the power and flexibility of your system as needed. MIDI expansion ports are fitted as standard. MIDI (Musical Instrument Digital Interface) is the music industry standard interface that allows you to control both recording and playback of synthesisers and other digital instruments with your computer.

There is no other computer range in the UK that can offer its users such a wide variety of software support, ranging from educational learning programs to 16-bit computer games to professional quality desktop publishing packages.

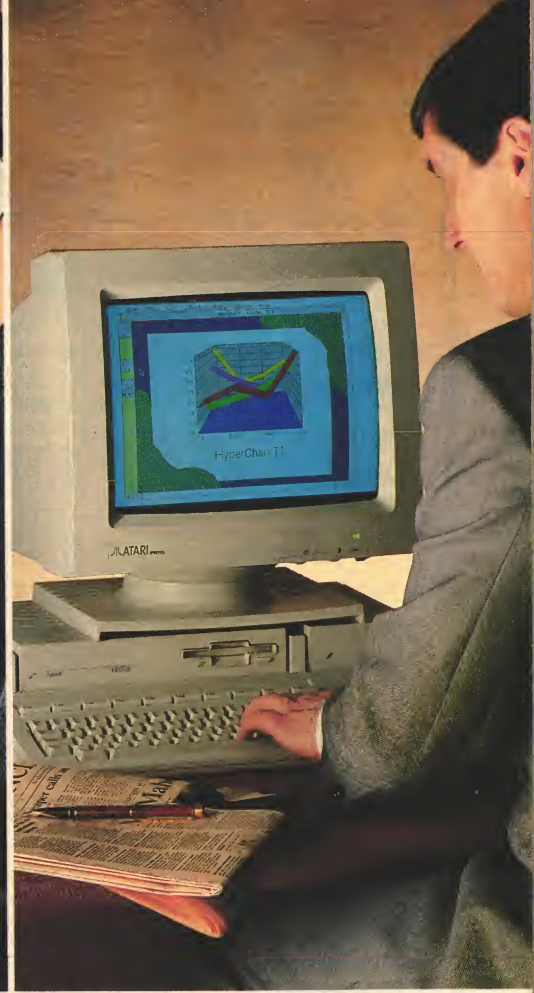


The power of the new **Mega STe** range makes it a serious contender for those who are after power computing. It is an ideal machine for the student or computer enthusiast who wants to run memory intensive applications such as Computer Aided Design (CAD) or graphics applications. The Mega STe features separate keyboard and central processor with a 1MB floppy disk drive and a 50MB Hard Drive for data storage. The Mega STe features a fast 16MHz operating speed, which can be switched to 8MHz to run any programs developed for the 520ST, making it even easier for you to upgrade.

For those of you who want to run a 'home office' with separate files for word processing, spreadsheets and accounts packages the Mega STe - with its vast amount of built-in hard disk storage - is an excellent choice. For those running graphics intensive programs the faster operating speed will make the Mega STe a much more productive machine. The Mega STe also features an extensive range of expansion ports that allow you to add even more power and flexibility to your system.



The portable **Atari Stacy** is completely compatible with all monochrome ST programs, but allows for complete portability. It features a supertwist backlit LCD mono screen, split horizontally and has all the standard ST ports. It is available in various configurations, with Hard disk as standard. It weighs approximately 15.2 pounds and has its own carrying handle making it easy to transfer from place to place. Because the ST, with its MIDI interface has become the accepted standard in the music industry, the Stacy is a boon machine for musicians with a busy schedule. Songs and sequences written at home can be stored on the built-in hard disk, then the whole computer can be easily transported to the studio or gig, with minimum stress, they can even be worked upon and improved on the road. Although it is the most specialist member of the ST family, the Stacy is still versatile enough to be used for all serious ST applications.



The incredibly powerful **Atari TT**, at the very top of the Atari range, is the first in a new generation of high specification professional personal workstations based on the successful Atari ST standard. Similar in style and design to the Mega STe, the Atari TT features a separate keyboard, 1MB floppy disk, 50 MB Hard Drive and the same range of excellent expansion ports. The basic model comes configured with 2MB RAM which can be expanded up to a massive 26MB. With a Motorola 68030 central processor, the TT runs at up to 32MHz. But speed and power are not all the TT system offers the professional user. Six standard built-in screen resolution modes mean that there is always one suitable for the purpose that you have in mind. For animation or computer graphics, choose from a palette of over 4,000 colours with the ability to display 256 on screen at any one time, and the exceptional 1280 x 960 pixel high resolution mode is one of the best screen modes available at any price.

**The ATARI ST**

**— More than just great games**





# DISCOUNT SOFTWARE

from M.J.C. SUPPLIES

## STOP PRESS SOFTWARE

A superb page layout program allowing text and graphics to be printed on the same page. Contains a number of text fonts & clip art. Create leaflets, posters etc.

**ONLY 34.95**

## STOP PRESS & AMX MOUSE

As above but is supplied complete with the AMX mouse making the program a lot quicker and easier to use.

**ONLY 64.95**

## EXTRA! EXTRA!

Two disks of extra fonts and clip art for use with Stop Press.

**ONLY 14.95**

## \*\*\* SPECIAL OFFER \*\*\*

## STOP PRESS SOFTWARE

AND

EXTRA! EXTRA!

**ONLY 44.95**

OR

## STOP PRESS & AMX MOUSE

AND

EXTRA! EXTRA!

**ONLY 74.95**

## AMSTRAD 6128 PLUS COMPUTERS

Amstrads replacement for the CPC 6128 is now available.  
with Colour Monitor £369.95  
with Mono Monitor £309.95

## RIBBONS

Printer	1	2	5
DMP 2000/3250	3.00	5.50	12.00
Panasonic KXP1081	3.95	7.00	15.00
Citizen 120-D	3.95	7.00	15.00
Star LC-10 Black	3.95	7.00	15.00
Star LC-24-10	4.95	9.00	18.00
Panasonic KXP-1124	5.95	11.00	-
Star LC-10 Colour	5.95	11.00	-
Star LC-200 Mono	5.50	10.00	-
Star LC-200 Colour	10.95	19.95	-
Star LC-24-200 Mono	4.95	9.00	-

## Heat Transfer Ribbons

Citizen 120-D.....10.95 19.95

Panasonic KXP 1081.....10.95 19.95

Star LC-10 Black.....10.95 19.95

Star LC-10 Colour.....16.95 29.95

## AMSOFT CF2 Disks

Our lowest ever prices!

5 for £8.95

10 for £15.95

20 for £29.95

## DISK SERIOUS

Protext.....	18.95
Prospell.....	16.95
Promerge.....	16.95
Tasword 6128.....	23.95
Tasword 464-disk (464/664).....	23.95
Taspell.....	15.95
Tasprint.....	11.95
Tascopy.....	11.95
Tasdiary.....	11.95
TasSign (6128).....	23.95
Qualitas Plus v2.....	14.95
Qualitas Font Library.....	11.95
Qualitas CPM+ disk.....	8.95
Masterfile 3 (Database).....	29.95
Mastercalc 128 (Spreadsheet).....	25.95
Matrix (Spreadsheet).....	29.95
Stockmarket (share analysis).....	29.95
Money Manager (home accounts).....	21.95
X-Press v2.0.....	18.95
Sprites Alive!.....	17.95
Sprites Alive! Compiler.....	22.95
Power Basic.....	25.95
Maxam Assembler.....	18.95
Mini Office 2.....	13.95
Advanced Art Studio.....	19.95
ColourDump 2.....	12.95

## DISK GAMES

## MJC SPECIAL EXTERMINATOR

AA RAVE! ACU GOLD AWARD!  
RRP £15.32 Our Price £9.95  
Offer runs from 1/7/91 to 31/7/91

Back to the Future 3.....	10.95
B.A.T.....	17.95
Chips Challenge.....	11.95
Dick Tracey.....	10.95
E.S.W.A.T.....	11.95
F-16 Combat Pilot.....	14.95
Gazza 2.....	10.95
Jehengir Khan's Squash.....	10.95
Lotus Esprit Turbo Challenge.....	10.95
N.A.R.C.....	11.95
Nightbreed.....	11.95
Nightshift.....	12.95
Prince of Persia.....	10.95
Puzznic.....	11.95
Rainbow Islands.....	10.95
Switchblade.....	11.95
TEENAGE MUTANT HERO TURTLES.....	12.95

## CASSETTE BASED

Fun School 1 (2-5).....	4.95
Fun School 1 (5-7).....	4.95
Fun School 1 (8-12).....	4.95
Mini Office 2.....	9.95
Maxam 464.....	15.95
Protext 464.....	15.95
Tasword 464.....	15.95
French Mistress.....	12.95
German Master.....	12.95
Spanish Tutor.....	12.95
Answerback Junior Quiz.....	7.95

## EDUCATIONAL

<b>Learn To Read with Prof</b>	
Part 1: Prof Plays A New Game (4-9).....	14.95
Part 2: Prof Looks at Words (4-9).....	14.95
<b>LCL Primary Maths (3-12).....</b>	<b>19.95</b>
LCL Micro Maths (11-GCSE).....	19.95
LCL Micro English (8-GCSE).....	19.95
LCL Mega Maths (A-level).....	19.95
<b>Answerback Junior Quiz.....</b>	<b>10.95</b>
Factfiles (require Answerback Quiz)	
Arithmetic (6 to 11 years).....	7.95
Spelling (6 to 11 years).....	7.95
Sports (12 to adult).....	7.95
<b>Sooty's Fun with Numbers (under 7).....</b>	<b>11.95</b>
<b>Thomas the Tank Engine's Fun with Words (under 7).....</b>	<b>11.95</b>

<b>Fun School 1 10 programs per disk</b>	
For 2 to 5 years.....	6.95
For 5 to 7 years.....	6.95
For 8 to 12 years.....	6.95
<b>Fun School 2 8 programs per disk</b>	
For 2 to 6 years.....	8.95
For 6 to 8 years.....	8.95
For 8 to 12 years.....	8.95
<b>Fun School 3 6 programs per disk</b>	
For 2 to 5 years.....	11.95
For 5 to 7 years.....	11.95

<b>French Mistress 12 to adult.....</b>	<b>15.95</b>
German Master 12 to adult.....	15.95
Spanish Tutor 12 to adult.....	15.95
Italian Tutor 12 to adult.....	15.95

## CPM BASED

Protext CPM.....	39.95
At Last Plus.....	24.95

## SuperCalc 2.....44.95

Amor C Compiler.....	36.95
Hisoft C Compiler.....	36.95
Maxam 2.....	36.95
Hisoft Devpac 80 version 2.....	36.95
Nevada Fortran Compiler.....	36.95
Nevada Cobol Compiler.....	36.95
Hisoft Pascal 80.....	36.95
lankey Crash Course.....	18.95
lankey Two Finger Typing.....	18.95

## ACCESSORIES

Programming the Z80 book.....	23.95
DKT 64K Memory Expansion.....	45.95
Multiface 2 Plus (for CPC's).....	39.95
Multiface 2 Plus (for Plus models).....	42.95
KDS 8 bit Printer Port.....	19.95
CPC-Centronics Printer Lead.....	9.95
464+ 6128+ Parallel Print Lead.....	6.95
6128 Keyboard-Monitor Ext Lead.....	7.95
FD1 Disk Drive Lead (664/6128).....	7.95
Monitor & Keyboard Dust Covers.....	7.95
3" disk drive head cleaner.....	6.95
Quickjoy 2 Turbo Joystick.....	9.95
Cruiser Joystick.....	9.95
Competition Pro 5000 Joystick.....	13.95
AMX Mouse & interface.....	39.95
Advanced Art Studio & Mouse.....	49.95
AMX Art software & Mouse.....	59.95

## Quali Pack V.2

The Print Enhancement Package  
Qualitas Plus V.2  
KDS 8 Bit Printer Port  
R.R.P £36.90 Package Price £31.95

## Quali Pack Extra V.2

Qualitas Plus V.2  
KDS 8-bit printer port  
Qualitas font library  
RRP £51.85 Our Price £42.95  
**NOT 6128+**

## PRINT COLOUR GRAPHICS!

At last it is possible to get colour screen dumps from a 6128! **ColourDump 2** is available exclusively from M.J.C. Supplies. Will take a standard screen file from the Advanced Art Studio or created with AMX Art, and prints out in full colour on a Star LC10 or LC200 colour printer. Also works on Epson compatibles (inc. DMP 2000/2160) with coloured ribbons.

**Colour Dump 2 £12.95**  
**Advanced Art Studio £19.95**  
**Star LC-200 PRINTER £219.95**

## PRINTERS

All prices include cable, ribbon, VAT, postage and packing. Courier service available, add £5  
**FEEL FREE TO CALL FOR ADVICE**

## 9 PIN PRINTERS

**CITIZEN 120-D PLUS**  
A cheap Epson FX compatible, with a range of text styles and sizes in draft mode, limited in Near Letter Quality.  
**£139.95**

**PANASONIC KXP - 1081**  
Well built and very reliable, offers all the sizes and effects of the Citizen 120-D, but offers NLQ in all combinations.  
**£159.95**

## STAR LC-10 MARK 1

On a par with the Panasonic for build, speed and NLQ combinations, but offers 4 different NLQ styles and double height effect. Great value  
**£169.95**

**PANASONIC KXP-1180**  
Offers 4 NLQ fonts, and fast printing. Very good quality text for a 9 pin printer.  
**£179.95**

## STAR LC-200

The latest colour printer from Star. Not only very fast, but offers new paper handling features. Best value for money.  
NB: Printing colour graphics requires extra software. Please call before ordering.  
**£219.95**

## 24 PIN PRINTERS

When printing graphics from 24 pin printers results will be distorted without some extra software. Please call before ordering.

## STAR LC24-10

Excellent value budget 24-pin printer, offering 5 letter quality fonts, and additional effects such as quad size, outline and shadow  
**£219.95**

## PANASONIC KXP-1123

Panasonic's entry level 24-pin, giving a better print quality than the Star models, but with 4 LQ fonts and fewer effects.  
**£239.95**

## STAR LC24-200

The replacement for the popular LC24-10, with the same 5 letter quality fonts, shadow and outline effects. Much quicker than the 24-10 and has improved paper handling.  
**£269.95**

## PANASONIC KXP-1124i

Replacement for the excellent 1124, offering excellent text quality, build quality, paper handling and control panel. Now offers shadow & outline effects, 7 LQ fonts and a new Super LQ font.  
**£299.95**

# Type-ins

All the programs on the following pages are ones you can type in yourselves. If you reckon you're a bit of a whizz at programming, why don't you send us your own? Just keep them short, that's all. We're unlikely to use anything longer than 6K,

and we pay the same for all *Type-ins*, so you won't get any extra cash!

Send your programs to: *Type-ins*,  
Amstrad Action, Future Publishing,  
Beauford Court, 30 Monmouth Street, Bath,  
Avon BA1 2BW

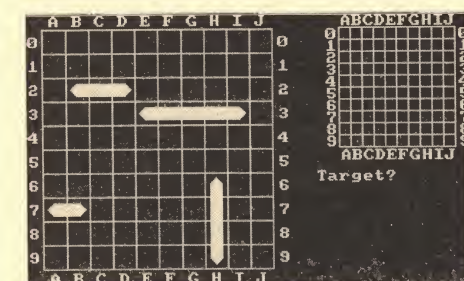
## BATTLESHIPS

This program was sent all the way from Australia and is a version of that old classic Battleships. It comes from Jason Hood from North Rockhampton, way Down Under.

For those of you who aren't familiar with the game, here's a brief rundown. The computer displays two ten by ten grids, the larger is yours. You are asked to place four ships on this grid, inputting the x,y coordinates in reference to the grid.

Once your ships are placed, you and the computer race to destroy each other's armoury. You do this by guessing where the computer has placed its (invisible) ships. When you find a ship the guesswork ends. You now have to sink it by hitting each section. It is a lot more difficult than it sounds - the computer is fairly good at figuring out where your ships are and takes some beating.

This program gives good scope for real strategic thinking and will keep you engrossed for hours.



Take cover! There's no need for pen and paper - or even a friend - in this computerised version of the classic game.

```

<DkAu> 10·MODE·1:SYMBOL·AFTER·236
<CsB1> 20·CALL·&BC02:INK·2,26:PAPER·0:PEN·1
<ApAr> 30·RANDOMIZE·TIME·RND
<FpAx> 40·DEFINT·a-z:ON·BREAK·GOSUB·1100
<AmAw> 50·DIM·h(9,9),c(9,9),a$(3),v$(3)
<MsAu> 60·SYMBOL·236,0,0,0,28,28,28,0,0
<OnAu> 70·SYMBOL·237,0,0,0,0,0,0,0,0,248
<MkAu> 80·SYMBOL·238,248,248,248,248,0,0,0,0
<IsAv> 90·SYMBOL·239,0,0,0,0,0,0,0,0,1
<KjAx> 100·SYMBOL·244,0,0,0,0,32,112,248,252
<JjAu> 110·SYMBOL·245,3,3,3,3,3,3,3,3
<PqBo> 120·SYMBOL·246,254,254,254,254,254,254,254,254
54,254
<DvAu> 130·SYMBOL·247,3,3,3,1,0,0,0,0
<CqB1> 140·SYMBOL·248,254,254,254,252,248,112,3

```

```

2,0
<M1Ax> 150·SYMBOL·249,0,0,0,0,127,255,255
<JxAv> 160·SYMBOL·250,3,7,3,1,0,0,0,0
<KiBj> 170·SYMBOL·251,255,255,255,255,255,255,255
<Kmax> 180·SYMBOL·252,0,0,0,0,0,255,255,255
<MrAx> 190·SYMBOL·253,255,255,255,255,255,255,255
<MxAu> 200·SYMBOL·254,0,0,0,0,0,240,248,252
<FnBj> 210·SYMBOL·255,254,255,254,252,248,240
<AtAt> 220·b$=CHR$(10)+STRING$(2,8)
<AnBs> 230·u$=CHR$(239)+CHR$(244)+b$+CHR$(245)+
CHR$(246)+b$
<KwBn> 240·mv$=CHR$(245)+CHR$(246)+b$+mv$+mv$+m
v$
<H1Br> 250·d$=CHR$(245)+CHR$(246)+b$+CHR$(247)+
CHR$(248)
<ErBt> 260·l$=CHR$(239)+CHR$(249)+b$+CHR$(250)+
CHR$(251)+CHR$(11)
<FtBp> 270·ma$=STRING$(2,252)+b$+STRING$(2,253)+
CHR$(11)
<GuBn> 280·r$=CHR$(252)+CHR$(254)+b$+CHR$(253)+
CHR$(255)
<LpBj> 290·FOR·j=0·TO·3:a$(j)=l$:v$(j)=u$
<HoAw> 300·FOR·k=1·TO·j:a$(j)=a$(j)+ma$
<HvAv> 310·v$(j)=v$(j)+mv$:NEXT
<EmB1> 320·a$(j)=a$(j)+r$:v$(j)=v$(j)+d$:NEXT
<G1Bp> 330·hm$=CHR$(237)+CHR$(10)+CHR$(8)+CHR$(
238)
<BsAj> 340·'
<NpAs> 350·'Draw the grids
<AkAk> 360·'
<KkAk> 370·TAG:CALL·&BBDE,0
<CwAx> 380·n=65:FOR·x=28·TO·340·STEP·32
<EtAx> 390·MOVE·x,398:PRINT·CHR$(n);
<PsAu> 400·MOVE·x,54:PRINT·CHR$(n);
<DtAu> 410·n=n+1:NEXT·n=0
<CrAr> 420·FOR·y=370·TO·82·STEP·32
<EtAu> 430·MOVE·0,y:PRINT·USING"#"·n;
<DtAx> 440·MOVE·348,y:PRINT·USING"#"·n;
<OxBk> 450·n=n+1:NEXT·FOR·x=20·TO·340·STEP·32
<PiAt> 460·MOVE·x,60:DRAWR·0,320
<OrAu> 480·MOVE·20,y:DRAWR·320,0
<BuB1> 490·NEXT:WINDOW#1,2,21,2,23:PEN#1,1
<LwAt> 500·PRINT#1,CHR$(22)+CHR$(1)
<PqAw> 510·MOVE·434,398:PRINT"ABCDEFGHJIJ";
<OwAu> 520·n=0:FOR·y=380·TO·236·STEP·16
<HiAu> 530·MOVE·414,y:PRINT·USING"#"·n;
<HqAw> 540·MOVE·598,y:PRINT·USING"#"·n;
<IsAm> 550·n=n+1:NEXT
<NnAx> 560·MOVE·434,218:PRINT"ABCDEFGHJIJ";
<NgAs> 570·FOR·x=432·TO·604·STEP·16
<HrAu> 580·MOVE·x,222:DRAWR·0,160
<JuAv> 590·NEXT:FOR·y=382·TO·218·STEP·16
<CuAu> 600·MOVE·432,y:DRAWR·158,0
<PwAw> 610·NEXT:TAGOFF:WINDOW·26,40,14,25
<BjAu> 620·WINDOW#2,28,37,2,11
<InAu> 630·PRINT#2,CHR$(22)+CHR$(1)
<PrAi> 640·'
<IxAt> 650·'Place the computer's ships
<ApAj> 660·'
<FoAp> 670·FOR·j=1·TO·4
<FsAu> 680·x=RND*9:y=RND*9:z=RND*1
<OxAv> 690·IF·x+j>9·AND·z=1·THEN·x=x-j
<KjAv> 700·IF·y+j>9·AND·z=0·THEN·y=y-j
<HkAu> 710·FOR·k=0·TO·j
<CoBx> 720·IF·z=0·THEN·IF·c(x,y+k)=1·THEN·680·E
LSE·c(x,y+k)=1
<LwBu> 730·IF·z=1·THEN·IF·c(x+k,y)=1·THEN·680·E
LSE·c(x+k,y)=1
<AtAm> 740·NEXT:NEXT
<KoAj> 750·'
<PjAp> 760·'Place your ships
<BoAj> 770·'
<JoAu> 780·FOR·j=1·TO·4
<HkBg> 790·CLS:PRINT"Where will you put ship no
";j:GOSUB·1440
<LwCn> 800·PRINT:PRINT"Direction?..."·";
CHR$(240)+CHR$(243)+CHR$(241)+CHR$(242);"·
";
<MxBn> 810·c$="":WHILE·c$<CHR$(240)·OR·c$<CHR$(
243)
<AvB1> 820·c$=INKEY$:WEND:PRINT·c$:d=ASC(c$)
<IoCn> 830·IF·d=240·THEN·IF·b-j>1·THEN·b=b-
j·ELSE·GOSUB·1540:GOTO·790
<PuBv> 840·IF·d=241·THEN·IF·b+j>9·THEN·GOSUB·15
40:GOTO·790
<LiC1> 850·IF·d=242·THEN·IF·a-j>1·THEN·a=a-
j·ELSE·GOSUB·1540:GOTO·790
<LoBu> 860·IF·d=243·THEN·IF·a+j>9·THEN·GOSUB·15
40:GOTO·790
<EsAn> 870·FOR·k=0·TO·j
<BqDi> 880·IF·d=240·OR·d=241·THEN·IF·h(a,b+k)=1
·THEN·GOSUB·1540:GOTO·790·ELSE·h(a,b+k)
=1
<HnCx> 890·IF·d=242·OR·d=243·THEN·IF·h(a+k,b)=1
·THEN·GOSUB·1540:GOTO·790·ELSE·h(a+k,b)
=1
<LtAt> 900·NEXT:LOCATE#1,2*a+1,2*b+1
<EnCo> 910·IF·d=240·OR·d=241·THEN·PRINT#1,USING
"#"·v$(j-
1);·ELSE·PRINT#1,USING"#"·a$(j-1);
<PwAs> 920·NEXT:CLS:c=0:h=0:hit=0
<LwAj> 930·'
<M1Aq> 940·'Alternate turns
<PkAi> 950·'
<HoAs> 960·FOR·p=1·TO·500:NEXT
<AuBi> 970·GOSUB·1140:IF·dest·THEN·1040
<EtAw> 980·CLS:PRINT"My turn now"

```

PRICES INCLUDE VAT & POSTAGE TO THE U.K.  
Education, Local Authority and Government orders welcomed.  
Overseas customers also welcome, please call or write for quotations.  
All goods subject to availability, all prices subject to change without notice. E&OE.

CALLERS WELCOME: 9.30 TO 5.00, SIX DAYS.

**M.J.C. SUPPLIES, (AA)**

2, THE ARCHES, ICKNIELD WAY, LETCHWORTH, HERTS, SG6 1UJ

TELEPHONE ORDERS AND ENQUIRIES

LEITCHWORTH (046



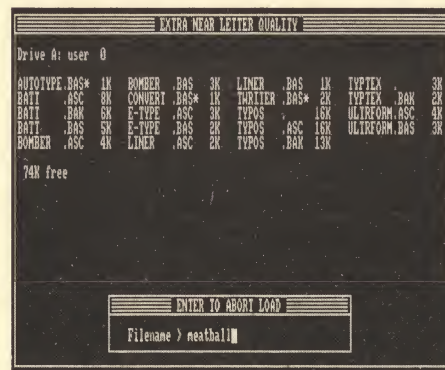
```

(MmAs) 990.FOR.p=1.T0.500:NEXT
(BxBi) 1000.GOSUB.1240:IF.NOT.dest.THEN.960
(KrAj) 1010.'
(IrBi) 1020.'Finish.and.ask.for.another.game
(MtAj) 1030.'
(OsAr) 1040.CLS:LOCATE.4,2
(LnBt) 1050.IF.c=14.THEN.PRINT"I.win!".ELSE.PR
INT"You.win!"
(PjAt) 1060.LOCATE.4,6:PRINT"Another?"
(AIBi) 1070.a$="" :WHILE.a$("<"V".AND.a$("<"N"
(MvAu) 1080.a$=UPPER$(INKEY$):WEND
(FqAs) 1090.IF.a$="V"THEN.RUN
(PIAu) 1100.MODE.1:CALL.&BC02:END
(MvAj) 1110.'
(JsAm) 1120.'Your.move
(BIAk) 1130.'
(NxBi) 1140.CLS:PRINT"Target?.";GOSUB.1440
(HsDj) 1150.IF.c(a,b)=2.THEN.PRINT:PRINT"
You.have.done.that.before.":FOR.p=1.T0
.1500:NEXT:GOTO.1140
(MpBj) 1160.FOR.j=100.T0.200:SOUND.1,j,1:NEXT
(IJCr) 1170.IF.c(a,b)=1.THEN.PEN#2,3:FOR.j=1.T0
.60:SOUND.1,RND.1,15,,31:NEXT.ELSE.PEN
#2,2
(LqBi) 1180.LOCATE#2,a+1,b+1:PRINT#2,CHR$(236);
(FuBp) 1190.IF.c(a,b)=1.THEN.h=h+1:IF.h=14.THEN
dest=-1
(MkAq) 1200.c(a,b)=2:RETURN
(PjAj) 1210.'
(IIAr) 1220.'Computer's.move
(FtAj) 1230.'
(EiAt) 1240.IF.hit(<0).THEN.1290
(KiAv) 1250.x=RND*9:y=RND*9:m=x:n=y
(IxAw) 1260.GOSUB.1340:IF.f=2.THEN.1250
(AIAu) 1270.IF.f=1.THEN.hit=1
(OAnm) 1280.RETURN
(OqCu) 1290.IF.(x=9.AND.hit=1).OR.(x=0.AND.hit=
2).OR.(y=0.AND.hit=3).OR.(y=9.AND.hit=4
).THEN.f=2:GOTO.1320
(DwBt) 1300.x=x-(hit=1)+(hit=2):y=y+(hit=3)-
(hit=4):GOSUB.1340
(KnAu) 1310.IF.f=1.THEN.RETURN
(AIAu) 1320.x=m:y=n:hit=hit+1:IF.hit=5.THEN.hit
=0:IF.f=2.THEN.1250
(InBj) 1330.IF.f=2.THEN.1290.ELSE.RETURN
(JwBi) 1340.f=h(x,y):IF.f=2.THEN.RETURN
(HuBk) 1350.FOR.j=100.T0.200:SOUND.1,j,1:NEXT
(LnCp) 1360.IF.f=1.THEN.PEN#1,3:FOR.j=1.T0.60:S
OUND.1,RND.1,15,,31:NEXT.ELSE.PEN#1,2
(DnAu) 1370.LOCATE#1,x*2+2,y*2+1
(DjAt) 1380.PRINT#1,USING"&";hm$;
(ApBp) 1390.IF.f=1.THEN.c=c+1:IF.c=14.THEN.dest
=-1
(MnAr) 1400.h(x,y)=2:RETURN
(DrAk) 1410.'
(NtAs) 1420.'Get.grid.reference
(OtAi) 1430.'
(NiAw) 1440.a$="" :WHILE.a$("<"A".OR.a$("<"J"
(GJBj) 1450.a$=UPPER$(INKEY$):WEND:PRINT.a$;
(HsCl) 1460.b$="" :WHILE.(b$("<"0".OR.b$("<"9").AND
b$("<"CHR$(127):b$=INKEY$:WEND
(InBw) 1470.IF.b$=CHR$(127).THEN.PRINT.CHR$(8)C
HR$(16);:GOTO.1440
(FwCj) 1480.PRINT.b$;:c$="" :WHILE.c$("<"CHR$(13)
.AND.c$("<"CHR$(127):c$=INKEY$:WEND
(MwBr) 1490.IF.c$=CHR$(127).THEN.PRINT.CHR$(8)CH
R$(16);:GOTO.1460
(PsAw) 1500.a=ASC(a$)-65:b=VAL(b$):RETURN
(FvAj) 1510.'
(AvAj) 1520.'Invalid.imput
(DIAj) 1530.'
(LqAw) 1540.PRINT:PRINT"Sorry,no.good."
(EJAw) 1550.FOR.p=1.T0.1000:NEXT:RETURN

```

## E-TYPE

A neat utility this, from Mr. P.F. Dwerryhouse in Clwyd. Put simply, it enhances the quality of Near Letter Quality output on 9-pin printers. This will prove a real boon for those special letters thanking Granny for the brand new disk drive or grovelling to the bank manager.



● Print out posh letters with E-type. The program is nicely presented and easy to use - just type in the filename and away you go.

To use E-type, when the program is RUN, it catalogues the disk, and requests the filename of the program you wish to print. (Note that the file must be ASCII). The program works by printing the text four times, making tiny adjustments with each pass of the print head to produce crisp, solid-looking letters.

Though the program is designed to work with a disk drive, tape users should be able to make it work by deleting the CAT command in line 80.

```

(BnAr) 10.REM.NLQ.Extra.v1.1
(NxAu) 20.REM.By.Paul.Dwerryhouse
(AIAu) 30.REM.May.1991
(EtAj) 40.'
(HxAs) 50.MODE.2:CALL.&BC02
(MuBn) 60.a=1:b=80:c=1:d=25:SYMBOL.240,255,0,25
5,0,255,0,255
(KrDk) 70.GOSUB.400:LOCATE.2,2:PRINT.STRING$(25
,240);"EXTRA-NEAR-LETTER-QUALITY";STR
ING$(26,240):WINDOW.2,79,3,24
(IrBk) 80.CAT.DIM.text$(570):max.format=0
(EiAx) 90.a=18:b=62:c=20:d=24:GOSUB.400
(LrCn) 100.LOCATE.2,2:PRINT.STRING$(11,240);"E
NTER.T0.ABORT.LOAD.";STRING$(11,240)
(FxBu) 110.LOCATE.5,4:INPUT."Filename.>.";file$
:IF.file$="" THEN.RUN
(EJAv) 120.count=0:OPENIN.file$
(OmAq) 130.WHILE.NOT.EOF
(MnBk) 140.LINE.INPUT#9,text$(count):count=coun
t+1
(MwAv) 150.WEND:CLOSEIN:count=count-1
(PuAq) 160.FOR.f=1.T0.count
(IkCl) 170.format=MAX(max.format,LEN(text$(f-
1)),LEN(text$(f))):max.format=format
(HwAk) 180.NEXT
(NwAs) 190.mar.left=(80-format)\2
(InAt) 200.mar.right=80-mar.left
(FiAv) 210.a=18:b=62:c=7:d=15:GOSUB.400
(DkCk) 220.LOCATE.2,2:PRINT.STRING$(13,240);"P
RINTING-DETAILS.";STRING$(12,240)
(NtAr) 230.WINDOW.21,59,10,15
(PIBp) 240.PRINT.TAB(8);"Left.Margin.set.to...
";mar.left
(OwBp) 250.PRINT.TAB(8);"right.Margin.set.to...
";mar.right
(AuBp) 260.PRINT.TAB(8);"Number.of.text.lines.
";count+1
(KrCm) 270.PRINT:PRINT.CHR$(24);"Put.the.print
er.ON.LINE.&Press.a.key.";CHR$(24)
(PoAv) 280.CLEAR.INPUT:CALL.&BB18
(LxBu) 290.PRINT#8,CHR$(27)+"X"+CHR$(1);CHR$(27
)+"U"+CHR$(1);
(LsBx) 300.PRINT#8,CHR$(27)+"I"+CHR$(mar.left);
CHR$(27)+"O"+CHR$(mar.right);
(JqAu) 310.lin=1:FOR.f=0.T0.count
(KuBo) 320.IF.lin=1.THEN.FOR.top.mar=1.T0.5:PRI
NT#8:NEXT
(CnAq) 330.PRINT#8,text$(f);
(PsBi) 340.PRINT#8,CHR$(27)+"3"+CHR$(1);
(AvAr) 350.PRINT#8,text$(f);
(GkBj) 360.PRINT#8,CHR$(27)+"3"+CHR$(35)
(IkBo) 370.lin=lin+1:IF.lin=58.THEN.PRINT#8,CHR
$(12):lin=1
(MuBi) 380.NEXT:PRINT#8,CHR$(12):MODE.2:END
(NwAj) 390.'
(CoAw) 400.WINDOW.a,b,c,d:CLS:GOSUB.460
(NkBk) 410.FOR.f=1.T0.2:PILOT.gx1,gy1,1:DRAW.gx2
,gy1
(FvAw) 420.DRAW.gx2,gy2:DRAW.gx1,gy2
(FvAv) 430.DRAW.gx1,gy1:MOVEV.0,-20
(FvBk) 440.DRAWR.gx2-gx1,0:gx1=gx1-
1:gx2=gx2+1:NEXT
(DnAo) 450.RETURN
(CuAo) 460.gx1=a*8-4
(LuAn) 470.gx2=b*8-5
(KiAq) 480.gy1=398-c*16+4
(EpAs) 490.gy2=398-d*16+8
(KvAm) 500.RETURN

```

## ULTRAFORM

Fed up of running out of disk space all the time? Then you'll like this! *Ultraform* is a fantastic little utility from Rob Scott of Leatherhead.

It formats disks, but instead of the usual 178K of storage space, it gives you a massive 203K to play with! The program works by increasing the number of sectors from nine to ten sectors.

```

(DpBl) 10.'*ULTRA-FORM.203.coded.by.ROB.SCOTT*
(OtAi) 20.'
(DpBj) 30.'*from.S.T.S.(c).1991.Rob.Scott.*
(MvBj) 40.'*Hello.Simon.Ratz!'.Simon.G....*
(NrBn) 50.'*Simon.'Squerfi'.Jason.B.,Mike.W.*
(KvAi) 60.'
(GrAu) 70.FOR.a=&9000.T0.&9239:READ.a$
(JrAx) 80.c=VAL("&"a$):chk=chk+c
(FoAq) 90.POKE.a,c:NEXT
(MqBo) 100.IF.chk(<46657).THEN.PRINT"Data.Error.
..":END
(CpAo) 110.CALL.&9000
(KkAm) 120.MODE.1
(DtBp) 130.PRINT"IBIGFORM--
.format.a.disk.to.203k.format"
(FkAl) 140.PRINT
(GrBp) 150.PRINT"INEMSIZE--
.install.new.format.for.drive"
(CtBl) 160.PRINT".....if.INEMSIZE,1.is.us
ed.then"
(NJBn) 170.PRINT".....the.format.will.be
installed"
(AjAv) 180.PRINT".....on.drive.B"
(JiAk) 190.END
(PqBl) 200.DATA.21,21,90,01,0A,90,CD,D1,BC,C9
(OtBi) 210.DATA.12,90,C3,25,90,C3,8F,90,42,49
(DsBj) 220.DATA.47,46,4F,52,CD,4E,45,57,53,49

```

```

(FsBi) 230.DATA.5A,C5,00,00,00,00,00,CD,FF,BB
(OpBk) 240.DATA.CD,02,BC,21,08,91,CD,B8,90,21
(PIAx) 250.DATA.F1,91,CD,B8,90,CD,03,BB,CD,18
(GxBi) 260.DATA.BB,FE,6E,CA,85,90,FE,4E,CA,85
(JnBn) 270.DATA.90,CD,8F,90,21,CD,91,CD,B8,90
(KlBk) 280.DATA.21,C7,90,1E,00,16,00,06,0A,72
(EiBi) 290.DATA.23,23,23,23,10,F9,21,C7,90,DF
(GiBj) 300.DATA.C3,90,D2,85,90,14,7A,C5,F5,CD
(CiBn) 310.DATA.1C,92,3E,08,CD,5A,BB,CD,5A,BB
(IrBj) 320.DATA.F1,C1,FE,29,C2,57,90,21,75,91
(JwBk) 330.DATA.CD,B8,90,2A,42,BE,11,18,00,19
(DqBk) 340.DATA.36,00,C9,DD,7E,00,FE,01,CA,A4
(CoBm) 350.DATA.90,21,EF,90,ED,5B,42,BE,01,19
(JoBj) 360.DATA.00,ED,B0,C9,21,EF,90,ED,5B,42
(GvBl) 370.DATA.BE,ES,21,40,00,19,EB,E1,01,19
(MiAx) 380.DATA.00,ED,B0,C9,7E,FE,FF,C8,CD,5A
(IJBj) 390.DATA.BB,23,C3,B8,90,52,C6,07,00,00
(DpBi) 400.DATA.00,10,02,00,00,15,02,00,00,11
(CjAx) 410.DATA.02,00,00,16,02,00,00,12,02,00
(GjAx) 420.DATA.00,17,02,00,00,13,02,00,00,18
(NvAx) 430.DATA.02,00,00,14,02,00,00,19,02,28
(NvAx) 440.DATA.00,03,07,00,CC,00,3F,00,CD,00
(GuBl) 450.DATA.10,00,00,00,10,0A,20,32,E5,02
(AuBj) 460.DATA.04,00,00,FF,04,01,1C,00,00,00
(OmBi) 470.DATA.1C,01,07,07,1C,02,16,16,1C,03
(NpBi) 480.DATA.0D,0D,1D,00,00,0F,01,18,20,20
(KrBm) 490.DATA.20,55,4C,54,52,41,2D,46,4F,52
(NiBi) 500.DATA.4D,20,32,30,33,20,28,43,29,20
(FsBi) 510.DATA.31,39,39,31,20,53,65,63,72,65
(CuBn) 520.DATA.74,53,6F,66,74,20,20,20,18,0A
(AwBl) 530.DATA.0D,0F,03,20,20,20,77,72,69,74
(IuBl) 540.DATA.74,65,6E,20,62,79,20,52,6F,62
(LmBm) 550.DATA.66,69,6E,69,73,68,65,64,72,6F
(JtBj) 560.DATA.6D,20,20,53,2E,54,2E,53,0A,0D
(JxBk) 570.DATA.0A,0D,FF,0A,0D,0A,0D,0A,0D,0F
(GrBi) 580.DATA.01,20,20,20,20,20,3C,3C,3C
(NsBj) 590.DATA.3C,3C,20,46,6F,72,6D,61,74,20
(EiBi) 600.DATA.66,69,6E,69,73,68,65,64,72,6F
(DrBm) 610.DATA.3E,3E,3E,3E,0A,0D,0A,0D,0F,02
(KvBk) 620.DATA.20,50,4F,4B,45,20,26,61,38,61
(PmBj) 630.DATA.38,2C,30,20,74,6F,20,72,65,73
(GvBm) 640.DATA.65,74,20,64,72,69,76,65,20,74
(JmBk) 650.DATA.6F,20,6E,6F,72,6D,61,6C,0A,0D
(MoBj) 660.DATA.FF,0A,0D,0A,0D,0F,02,20,20,20
(KlBj) 670.DATA.20,20,20,20,20,46,6F,72,6D,61
(NrBk) 680.DATA.74,74,69,6E,67,20,54,72,61,63
(KoAx) 690.DATA.6B,20,3A,23,0F,03,FF,0F,02,20
(NwBk) 700.DATA.41,72,65,20,79,6F,75,20,73,75
(BsBn) 710.DATA.72,65,20,79,6F,75,20,77,69,73
(LuBl) 720.DATA.68,20,74,6F,20,66,6F,72,6D,61
(KkBj) 730.DATA.74,3F,20,28,59,2F,4E,29,20,FF
(KxAx) 740.DATA.06,02,4F,1F,1F,1F,1F,1F,1F,1F
(NwBi) 750.DATA.0A,30,07,C6,30,CD,5A,BB,18,05
(OtBk) 760.DATA.C6,37,CD,5A,BB,79,10,EB,C9,00

```

## BOMBER

*Bomber*, from S. Dolphin up in bonny Scotland, is easily the oldest, gnarliest game ever to hit a computer. This dinosaur surfaced first on the ZX81 and has appeared on every computer since. With good reason too: it's simple and fun. You fly your ever descending aircraft over a city, using the space bar to bomb skyscrapers as you go. If you're fast then you'll land safely, if not then you could have a close encounter with a skyscraper.

```

(IIEu) 40.MODE.1:CLS:INK.0,0:BORDER.0:INK.1,18:
INK.2,6:INK.3,4:INK.5,15:INK.6,2:INK.7,
24:INK.8,8:INK.9,26:INK.10,10:INK.11,20
:INK.12,12:INK.13,16:INK.14,14:INK.15,2
1

```



● Bombs away! Drop your ordnance on the rapidly growing skyscrapers that just seem to sprout from the ground. Every pass you get a little lower, and so a constant barrage is necessary if you're to clear a space to land.

```

(DkDk) 50.SYMBOL.AFTER.241:SYMBOL.241,&40,&60,&
70,&7F,&7F,&3F,&7,&0:SYMBOL.242,&0,&32,&
&7A,&FE,&FA,&F2,&EO,&0
(KsCl) 60.score=0:hiscore=0:plane$=CHR$(241)+CH
R$(242):x=2:y=2:drop=0:a=2:b=2
(LwAk) 80.CLS
(JqBx) 90.PEN.2:LOCATE.1,15:INPUT"Enter.skill.:
.0(Ace).to.5(Novice).: ",skill
(OjAx) 100.IF.skill(<0.OR.skill>5.GOTO.90
(JuAr) 110.skill=skill+10
(NoCt) 120.LOCATE.1,15:PRINT.CHR$(18);LOCATE.1
,15:INPUT"Enter.speed.0(Fast).to.100.(
Slow).: ",rate
(KpBi) 130.IF.rate(>100.OR.rate(<0.GOTO.120
(AmEw) 170.MODE.0:FOR.base=5.T0.14:FOR.height=2
1.T0.INT(RND(1)*8+skill).STEP-
1:LOCATE.base,height:PEN.base-2:PRINT.C
HR$(143)+CHR$(8)+CHR$(11)+CHR$(244);:NE
XT:NEXT
(MnAs) 180.PLOT.0,20,4:DRAW.640,20,4
(DpCl) 190.LOCATE.1,25:PEN.2:PRINT"SCORE";score
:LOCATE.13,25:PRINT"HI";hiscore
(KwAt) 230.LOCATE.x-1,y:PRINT"...";
(JtBl) 240.PEN.1:LOCATE.x,y:PRINT.plane$;:PEN.2
(CoBq) 250.IF.y=21.AND.x=15.THEN.GOTO.290:ELSE.
GOTO.340
(IoAr) 290.FOR.c=0.T0.1000:NEXT
(ErCk) 300.score=score+100-
(skill*2):skill=skill-1:x=2:y=2:a=2:b=2
:drop=0
(AvBm) 310.IF.skill(<10.THEN.skill=10:rate=rate-
20
(FpAw) 320.IF.rate(<0.THEN.rate=0
(GuAm) 330.GOTO.170
(OxAs) 340.FOR.c=0.T0.rate:NEXT
(BtAn) 350.x=x+1
(IwCv) 360.IF.x=18.THEN.LOCATE.x-
1,y:PRINT.CHR$(18);:x=2:y=y+1:LOCATE.x,
y:PEN.1:PRINT.plane$;:PEN.2
(OtBv) 370.a$=INKEY$:IF.a$="" .AND.drop=0.THEN.
drop=1:b=y+2:a=x
(CvAu) 380.IF.y=21.THEN.drop=0
(LmFs) 390.IF.drop=1.THEN.LOCATE.a,b:PRINT.CHR$

```

```

(252);:LOCATE.a,b-
1:PRINT"...";:b=b+1:IF.b>21.THEN.LOCATE.a
,b:PRINT"...";:LOCATE.a,b-
1:PRINT"...";:a=0:b=0:drop=0:SOUND.3,4000
,10,12,0,0,10
(KuBn) 400.ga=(a-0.5)*32:gb=400-
(b*16):bomb=TEST(ga,gb)
(HpAv) 410.IF.bomb>0.THEN.GOTO.650
(GpBt) 420.gx=((x+1.5)*32):gy=400-
(y*16):crash=TEST(gx,gy)
(HvAq) 430.IF.crash>0.GOTO.570
(NjAm) 440.GOTO.230
(NqBv) 510.PEN.2:LOCATE.1,24:PRINT:PRINT"Press.
any.key.to.start";
(JvAw) 520.a$=INKEY$:IF.a$="" .GOTO.520
(KxAm) 530.RETURN
(GoCq) 570.LOCATE.x-
1,y:PRINT.CHR$(32)+CHR$(32)+CHR$(32)+CH
R$(253)+CHR$(8)+CHR$(238)+CHR$(8);
(LuDv) 580.FOR.t=1.T0.10:SOUND.7,4000,5,15,0,0,
5:PEN.t:PRINT.CHR$(253)+CHR$(8)+CHR$(32
)+CHR$(8);:FOR.ta=0.T0.50:NEXT:NEXT:PEN
+2
(CpBo) 590.CLS:LOCATE.1,5:PRINT"You.scored";sc
ore;
(LvBx) 600.IF.score)hiscore.THEN.hiscore=score:
LOCATE.1,8:PRINT"TOP SCORE!!";
(KsBs) 610.score=0:LOCATE.1,12:PRINT"PRESS.ANY.
KEY.T0.RESTART";
(JqAt) 620.WHILE.INKEY$="" :WEND
(MtAl) 630.GOTO.640
(JmBo) 640.PEN.1:MODE.1:x=2:y=2:a=2:b=2:GOTO.90
(MJfQ) 650.LOCATE.a,b-
1:PRINT"..."+CHR$(8);:PEN.4:FOR.tr=1.T0.I
NT(RND(1)*3)+1:score=score+5:SOUND.3,40
00,10,12,0,0,10:LOCATE.a,b:FOR.t=0.T0.4
:PRINT.CHR$(253)+CHR$(8)+CHR$(32)+CHR$(
8);:NEXT:b=b+1
(DIAv) 660.IF.b=24.THEN.b=b-1
(JmAk) 670.NEXT
(IJBj) 680.LOCATE.6,25:PRINT.score;:drop=0:a=x:
b=y:GOTO.230

```



# Forum

**G**ot any technical queries? Are you stumped by your computer? AA's very own technical wizard ADAM WARING will attempt to sort it out for you. Or maybe you want to pass on some tip you've discovered to the rest of us? (Send us a good 'un and you could be in line for a £25 mail order voucher!) Write to: *Forum, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*

## Stop that meddling

I would like to pass a useful bit of knowledge that I have discovered about *Bonzo's Super Meddler* by Nemesis. On the disk is a file called *FBAUTO2.BAS*. If run this sets up 47 RSXs, some of which are very useful. If you type *IHELP* then a list of their names appears. Most of them require parameters of some sort, so it took me some time to establish what most of them do. Below is a list of what the more useful commands do:

**IM.FILL, address, length, byte** - Fills an area of memory with a byte starting at the address given.  
**IM.MOVE, address, length, new address** - Copies an area of memory from starting address to the new address.  
**IDPRO, filename** - Loads a protected BASIC file into memory.  
**IBIG, text** - Prints double height text.  
**IBORDER** - Using the up and down keys you can change the border colour, confirming your choice with the COPY key.  
**INK, ink number** - Same as *IBORDER* except for the inks.  
**IBOX, x, y** - Draw a box from the origin to coordinates (x,y).  
**ILINE, a, b, x, y** - Draws a line from coordinates (a,b) to (x,y).  
**INPUT, input type, a\$** - For input type you put either 0 or 1 for numeric and alphanumeric

information respectively. This prints the string a\$ in a box allowing you to edit it. When you press RETURN the string is saved as altered.  
**IPAUSE, x** - Pauses the computer for x multiples of 0.5 seconds.  
**IP.CDUMP** - Dumps the contents of the screen to the printer.  
**IP.ON & IP.OFF** - Echo from screen to printer is turned on and off respectively.  
**IS.LR, x & IS.RR, x** - Screen is scrolled left or right respectively and wrapped onto the other. X is the number of text divisions.  
**IS.L, x & IS.R, x & IS.D, x & IS.U, x** - Scrolls the screen X units to the left, right, down and up respectively.  
**ISLEEP** - The computer stops until a key is pressed.  
**IMENU, character, no of options, memory of locations** - This is used where you have on screen a list of options (menu). You move the specified character up and down with the cursor keys. When the character is next to the option you want press copy. The relative number is then stored at the specified memory location.  
**ICOLOUR & IGREEN** - These set up two different palettes for the VDU.

David Cardus  
Tallington

Cor, thanks! Tell you what, have a pile of cash (well, a mail order voucher actually)!

these bits 'n' pieces - you'll more likely have luck with them than with a local computer store.

Once you've actually got everything plugged in working happily together, you'll need a couple of 'phone numbers for your computer to ring. Try *TUG II* - 0905 775191, Winchester Remote - 0962 69322 and *Mektronic Consultants* - 061 733 7739. Also *AA54* is well worth looking at, if you can get hold of a copy. We ran a comprehensive comms feature in that issue telling you all you need to know!

## Give me stick

Please could you help me. I have a CPC6128 and would like to know if it's possible to type in a program to allow use of a joystick from BASIC.

I am able to type my own programs and games but they are for keyboard only. This is a problem because I prefer to use joystick rather than keyboard.

I have searched through my manual and cannot find a good enough source to construct a program for the use of my joystick.

Damien Quinn  
Grimsby



● Can you use a joystick to control BASIC programs? Yes you can, and here's how you go about it...

No trouble Damien! The keyboard and joysticks are represented by numbers as far as the computer is concerned (see chapter 7, page 23 of the manual for all the keycodes). The keys can be checked with the *inkey* command. If the value returned is zero then the key is being pressed. The numbers for the joystick are 72-77 representing up, down, left, right, fire one and fire two respectively.

This little example listing should give you an idea of what's possible. A flashing cursor can be moved under joystick control. Press Fire to stop the program:

## To cut a long story short

Very many thanks for Alec Rae's excellent article on *Desk Top Publishing*.

You may recall that I wrote to you on the problem of vertical distortion of printouts with the more recent generation of printers - particularly the 24-pin ones, last June.

According to the *AMX Stop Press* operating manual, the printers it supports are: Epson RX80, FX90, LX80; Canon PW1080A, BJ80; Kaga KP810; Amstrad DMP2000; Mannesman Tally MT80. All these printers are no longer available.

In AA57 June 1990 you published a letter from J. Tucker who complained that the printouts on his Amstrad LQ3500 were elongated in the vertical dimension. You advised him to use the appropriate printer driver.

This advice was, in fact, not much help because *Stop Press* does not include any alternative printer drivers. This is a great pity because the program is excellent in all respects except its inability to adjust the rate of paper feed.

Tasman's *Tascopy*, for example, does include quite a choice of printers. Since it is written in BASIC, amateurs like myself can hack into it and adjust the printer control codes to our satisfaction. PC applications routinely include drivers for a huge range of printers - but they are much more expensive.

Chris Medway replied in AA58 July 1990 that his *X-Press* solves the problem. It does indeed - up to a point. The vertical distortion can be corrected by using the *High Resolution Condensed* printout option - but is very grainy in quality.

Unfortunately neither the original producers of *Stop Press*, Advanced Memory Systems, Nor the distributors, Database, can offer any help.

I'm sure it would be quite a simple job for one of our *Cheat Mode* wizards to write a routine to enable the paper feed rate to be adjusted. The printer control code for the paper feed is:

```
ESC 3<n> or CHR$(27);"3";CHR$(n)
```

This sets the paper feed rate to n/216 inch on

```
10 x=10:y=10
20 LOCATE x,y:PRINT " "
30 IF INKEY$(72)=0 THEN y=y-1
40 IF INKEY$(73)=0 THEN y=y+1
50 IF INKEY$(74)=0 THEN x=x-1
60 IF INKEY$(75)=0 THEN x=x+1
70 LOCATE x,y:PRINT "e"
80 IF INKEY$(76)<0 THEN GOTO 20
```

## Seedy

I have a query regarding the Amstrad's Pseudo random number generator. Run the following program:

```
10 MODE 2:n=0
20 x=RND*639:y=RND*399:n=n+2
30 PLOT x,y:GOTO 20
```

For the first five minutes there is a lot of activ-



*Desktop Publishing*

● Can anyone produce a poke to get *Stop Press* to produce full-height print-outs with 24-pin printers? There's £25 up for grabs...

the 9-pin printers like the Star LC-10, and to n/180 inch on 24-pin ones, such as the Amstrad LQ3500.

I would be happy to offer a £25 prize to anyone who could do this. I'm sure a lot of other owners of the more recent model printers would be grateful too.

This is a genuine offer to anyone who can write a printer driver routine that really works and guarantees round circles and square squares!

F Elsby  
Paphos, Cyprus

*Stop Press* is essentially written for 9-pin printers, and the elongated page problem seems pretty much specific to 24 pin owners.

Writing a poke seems to be the best way of getting round the problem. Tell you what Mr Elsby, save your cash - we'll stump up the prize for the best routine.

Any takers? Get cracking and send us your *Stop Press* pokes ASAP!

ity, which then dies as some pixels are over-plotted. But at about six and a half minutes, with around 35,000 pixels on screen, the activity ceases. It is easy to see as there are, relatively speaking, quite large blank spaces here and there. Wait as long as you will, but no more new pixels are plotted, which obviously means that the random number generator is repeating itself after only choosing 67,000 numbers.

I know that no maths-driven generator can produce a truly random sequence and that it must repeat itself sooner or later. How soon or how late is determined by a seed number from which the sequence grows. There is much literature on the subject of choosing a good seed, but even a moderately good one will generate a few million random numbers before repeating, not just a mere 67000 as the Amstrad seems to give. This is totally inadequate for doing serious

mathematical investigations involving problems in queuing, or the behaviour of gases and so on, that need lots of random events. To keep this short I would like to know the following:

1. What actually happens when the command *RANDOMIZE* 3.3 (or any other number) is obeyed by the interpreter to generate a repeatable sequence?
2. What is the nature of the seed of the generated sequence?
3. Why is the pseudo-random number generator so poor in giving a sequence of only 67000 numbers long?
4. Is the refresh register of the Z80 chip involved in any way?

Barrie Snell  
Portsmouth

1. The number alters the seed value. The seed is the first number in the sequence. The next number is calculated by taking the seed, performing the calculation to generate the number, and replacing the seed with the freshly calculated number.
2. The random sequence is repeated after 65535 calculations. Your program could be modified to select a new random sequence after the list is exhausted. Change line 30 to read:

```
30 PLOT x,y:IF n<65535 THEN 20 ELSE n=0:RANDOMIZE TIME:GOTO 20
```

The *RANDOMIZE TIME* seeds the sequence with the current value of computer's clock - useful as it makes the sequence even more random.

3. To be honest, I'm not entirely certain why the sequence is limited to this number, but I'm sure there's a very good reason that makes perfect sense.

4. The Z80's refresh register is not used in gen-

## CP/M

I have recently been given a 464 with disk drive. Included were many cassettes and disks, but no master copy of the CP/M

systems utility disk. I looked for a CP/M working disk, but had no luck. Please could you tell me who I can write to, so that I can purchase a CP/M utility disk.

E Burton  
Barrowby

You can buy a copy of the CP/M utilities disk (and indeed many other Amstrad spare parts) from: **CPC Components Ltd, 194-200 North Road, Preston, Lancashire PR1 1YP.**

Tel: 0772 555034. It'll set you back £17.62, including VAT and postage.



## A cable too far

I have some important questions to ask:

1. Can a Multiface II & disk drive be attached to the 464 at the same time?
2. How do you save variables so that you can use the program again without wiping the information? (e.g. With a database you save the info and then use the database again with the info still stored.)
3. How do you load this information after it's been saved?
4. Explain sprites please!
5. How do you merge programs?
6. May I also say how excellent your mag is?

Paul Hunnisett  
East Grinstead

1. Yes and no... The Multiface has a through connector which allows peripherals to be connected into the back of it. Although you may plug the disk drive interface into the back, the unit is very fussy about the length of cables that it will work with. If the disk drive is too far away from the computer then unexpected results will occur - basically it won't work properly.

This can be overcome with a two way expansion adaptor. This duplicates the expansion port so that two peripherals can be plugged in at the same time. Make sure that the lead is short though - otherwise you'll still have the same length problem.

2. To save variables to tape you need first to

open out a file, print the variables to that file, and then close it. Say you wanted to save the variables a\$ and n:

```
10 OPENOUT "INFO"
20 PRINT #9,a$,n
30 CLOSEOUT
```

3. The information is read back into the computer in a similar way. This will recover the previously saved information:

```
10 OPENIN "INFO"
20 INPUT #9,a$,n
30 CLOSEIN
```

4. Sprites, in their simplest form, are really just small pictures that are printed on screen. Exactly how complex they are depends on the program that prints them (the sprite driver). Some clever routines will allow the sprites to be printed 'underneath' other images, so the graphics appear to be behind objects.

They are used extensively in games. Those little men that you move round the screen are sprites, as are the monsters that try and eat you.

5. Programs are merged with the MERGE command. It mixes two BASIC files together. If the line numbers should clash the old one is replaced with the new one.

6. Oh all right then.

erating random numbers. It is often used in machine code games, though, when programmers want a fairly random event, but can't be bothered to go into all the heavy mathematics associated with 'proper' random numbers.

## Face facts

I have been using my Multiface II for well over a year now, and for most things it's great. However, for some time I have not been able to load some old games from tape (such as Road Runner and Victory Road). I have just discovered that if I unplug my Multiface these games load with no trouble.

I have also had this problem with two recent games I have bought, Mindstrecher and The Hollywood Collection

Do you think I have a defective Multiface or

is it just that the games are copy protected, or am I just doing something wrong?

Stephen Pearce  
London

It's the game's copy protection, Stephen. The games are able to detect the presence of the Multiface, and will not load if it is 'seen'.

There's no need to unplug the Multiface every time you want to play the games, though, the Multiface can be switched off. Press the red button and then 'R' to return to BASIC before you load the game.

## Where on earth...

I am writing on behalf of my friend Paul Todd. He is thinking of buying an Amstrad CPC6128. Are they still being made? If so, how much are they and where could we get one?

Peter Donaldson  
Hartlepool

The CPC range has been superseded by the Plus range. For all intents and purposes the 6128 Plus can do everything that the CPC 6128 can do (with the exception of loading tape software due to the lack of a cassette port). In addition, the Plus has the ability to load cartridge games, with all the enhanced features that has to offer.

## On Camera

I have recently purchased a camcorder and got to wondering whether it's possible to use my

6128 for adding titles to my masterpieces.

I have Advanced Art Studio with which to make my titles, but I wondered whether these screens could then be played through a video recorder and put onto tape, perhaps through an MP2 Modulator.

Brian Trupp  
Birmingham

It is indeed possible Brian. We told you exactly how to do it in AA58, which included effects such as fades, etc.

Try and get hold of that ish if you can, but if you have no luck then yes, it is possible for you to record the computer screen directly onto videotape via an MP2 modulator.

## Daisy Chain

I am writing to you concerning the possibility of connecting the daisy wheel printer belonging to my PCW9512 to my 6128. I want to know which leads (and perhaps interface) I would need to do this. From my father's description the printer requires a round socket, almost like a DIN plug through which it also draws its power.

My second question is how do you print a screen dump? My present printer (a DMP3160) has instructions as to how to print a screen, but this is only for the PC.

How about a series on writing games in BASIC? It would start with the basics, like planning your game and writing a simple version, then go on to refining it by adding extra features, and finally how to add advanced graphics and sound effects. Considering that the majority of your readers are either games players or programmers then the idea might well be feasible.

What on earth is a Trunnion Widget?

Richard Gough  
Burnham-on-Sea



● Can you use the PCW9512's daisywheel printer with the CPC? Nice idea, but your chances aren't good.

The chances of connecting the PCW daisywheel to your CPC are next to nothing, I'm afraid. The printer is extremely non-standard, and as you say requires a power source from the computer.

You need to tap out a little listing to produce a screen dump. We printed one in AA66. A colour printer version appeared in AA68. Check out the Type-Ins pages on the magazine.

We're always on the look-out for new ideas for features and series. We'll consider your proposals. If anyone else has any bright ideas (or even better, wants to write an article for us) then let us know!

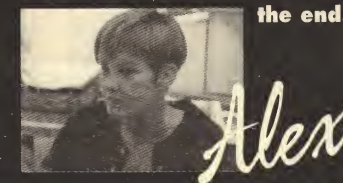
The Trunnion Widget connects the offset flange condenser with the transmogrifier coupling.

AA

# Ask Alex

**HI!** I've given Rod a good ear-bash-ing this month for only giving me a measly one page to answer all your letters in. That's why I can't bring you another instalment of my BASIC tutorial this month. Oh well, you can't have everything, I suppose.

Right, on with this month's post bag. The response is still overwhelming, so if you've written and you're still waiting for a reply, be patient! I'll get there in the end.



## BY THE BOOK

Babs Mummery from Brixton, London wants to know where she can get a manual. She says "I've just bought a CPC464 second hand. It's a great machine for playing games but my only problem is that I don't have a manual so I cannot do anything else! I don't have a clue where to get a manual from. Please help me."

No sooner asked for than done, Babs. Bernard Babani (publishing) Ltd has an excellent range of affordable little manuals that will help you to get the most from the machine.

Here's a sample. If programming interests you, try *An Introduction to Programming the Amstrad CPC464 and 664* by R A and J W Penfold (ISBN 0 85934 128 3) priced at £2.50.

If you're interested in getting a disk drive then read *Using Amstrad CPC Disc Drives* by J W Penfold (ISBN 0 85934 163 1) priced £2.95 or if you want to do some word processing try *Some Simple Applications of the Amstrad CPCs for Writers* by W Simister (ISBN 0 85934 165 8) priced £2.95.

All these books should be available from High Street book stores if you quote the ISBN number. If you can't find them write directly to the publisher at: **The Grampians, Shepherds Bush Road, London W6 7NF.**

## CPM

Martin Williams lives in Sandy, Bedfordshire. He writes "I bought a CPC 464 in November and since then, I have also acquired a disk drive. Please could you tell me what CPM stands for and what it means?"

CP/M stands for Control Program for Micros and is an operating system developed by Bill Gates in the '70s. Operating systems act as an interface between the computer user and the computer itself. By using an operating system (also known as 'OS') you don't have to know how the computer loads programs from a cassette, how it controls a disk drive or how it puts graphics on the screen, you simply issue the relevant command such as LOAD "MYGAME.BAS". The OS takes the command LOAD and works out exactly how to get the computer to perform the command.

Having an OS also means that all of the computers that use the system can share software even if they're quite different machines. This is because all the software has to do is pass the standard OS instructions and commands and the system does the rest.

So the OS is a good thing, but way back in the '70s, only mainframes and minis (i.e. massive computers) had the power and memory to use them. Then along came Bill Gates with his operating system especially designed for 8-bit computers and to cut a long story short, CP/M

is so good, it has survived until the '90s and a copy is available for the CPC.

By running CP/M, you can gain access to vast amounts of business software, public domain utilities and so on that has been written over the years.

● There is one special thing to note, though - 64K machines like the 464 can only use CP/M 2.2, a less powerful version. You need a 128K machine to use CP/M Plus, the best version.

Martin also asks "can you tell me if you can get modems for Amstrads? What exactly do they do and are they worth buying? How much are they?"

Well Martin, modem stands for MOdulator DEModulator and is a little device which, when connected to your CPC and a telephone line, enables the machine to send data across the 'phone system to other computers.

Modems enable you to contact bulletin boards. These are computers attached to the telephone lines which are running software that makes them behave rather like a pin board at school or work. You can call up and leave messages, or transfer software to and from the bulletin board. And with the right kind of modem, you can run your own bulletin board so that other CPCers call up your machine.

For a Modem to work with the CPC you'll also need to buy an interface. This is because all modems come with what's known as an RS232 connection. Many computers also have this output port, but sadly not the CPC, so you



● Modems are devices that let different computers link up over ordinary telephone lines. They can be used to swap programs, information and messages.

need to buy an RS232 interface to link the two together.

Modems are quite expensive and you won't see much change from around £100 - and that's for the most basic modems! When buying a modem, you'll pay more for faster communications speeds and features such as the ability of the modem to answer the telephone automatically (necessary if you want to run a bulletin board).

Modems are definitely worth buying. They can be a little tricky to master at first - there's a lot of new jargon to learn, but once you've got the hang of 'comms' you'll be able to dial up computers around the world, leave messages for their owners and swap software. But don't forget the 'phone bills!

## OUT OF PRINT

Damian Grendon from Solihull in the West Midlands has a question. "I'd like to know how you print from BASIC and if it can be done. I have got a Panasonic KXP1180 printer and it's causing me and my family a lot of hassle!"

Yep. Printing from BASIC is not all it could be. It works in a different way depending on the computer. On the Amstrad you've got to specify an output stream. This tells the computer to send its output to the printer rather than the screen. This sounds complicated but, like everything, is easy once you know how. Try this:

● Can you print directly from BASIC?

PRINT #8,"Hiya, Damian!"

If your printer is attached and on-line, Hiya Damian should appear on the paper. By putting that #8 into the PRINT command, you've told the CPC to direct its printing output to the printer. Ah, a problem shared is a problem solved...





## WIN A PC 1640 COMPETITION

**INTRASET LTD**  
Tel: 025 72 76800 (Main office & 24 hr order line)  
Helpdesk 0490 3284 (weekdays 3-4pm)  
Fax your order on 025 72 74753



All prices include P&P and VAT. Overseas orders please add £5.00

### CASHMASTER HOME AND BUSINESS ACCOUNTS

- Master your own finances. CASHMASTER is the easiest to use, most versatile accounts program yet written.
- CASHMASTER is suitable for both small business accounts or home finance use.

We wrote CASHMASTER for our own use out of sheer frustration with the other so called easy to use packages. CASHMASTER allows you to input entries in one easy operation and yet allows you to extract the absolute maximum of information in an impressive array of statements and reports: just look at its range of features:

- Easy natural data entry - just like a handwritten ledger.
- Full VAT analysis or omit VAT altogether if you wish.
- Any amount of ledgers at one time.
- No set time periods, span any time period - no one year limit.
- Reports can be produced over any time span (1 day to 100 years).
- Up to 100 user definable Class and 20 Accounts Codes.
- Detailed statements by selected Classes or Accounts.
- Profit & Loss Statement.
- Tagging of entries for report selectivity.
- Entries can be inclusive or exclusive zero VAT.
- Automatic repeat of entries (standing orders etc.) yearly, half yearly, quarterly, monthly, fortnightly or weekly.
- Insert entries anywhere in ledger, CASHMASTER automatically sorts into date order.
- Search and find option on any entry anywhere within ledger.
- Reports can be output to screen, printer or disk file.
- Reference field for every entry (Invoice no. cheque no. etc.).
- Split and merge ledgers at any time.
- All functions available from main program screen, Class and Accounts codes visible at all times.
- FREE pop up running total calculator called up with one key press.

CASHMASTER IS THE MOST USER FRIENDLY, POWERFUL AND VERSATILE ACCOUNTS PACKAGE YET - YOU WON'T BE DISAPPOINTED.

And now available with...

### CASHMASTER INVOICING & STOCK CONTROL

- Full customer data file - easy to find account records.
- Full stock data file, price lists, re-order lists.
- Full invoicing with user defined messages.
- Full invoice editing, invoice to & deliver to fields.
- Pre-paid, account or credit note, full VAT facility.
- Settlement, no return & line discounts.

Stand alone invoicing/stock control or integrates fully with CASHMASTER for a FULLY FEATURED ACCOUNTS/INVOICING PACKAGE costing less than a quarter the price of its rivals.

**CASHMASTER £39.95**  
**CASHMASTER INVOICING £39.95**  
**BOTH PROGRAMS TOGETHER £69.95**

### ££££ PROFIT FROM YOUR MICRO ££££

#### RECESSION? WHAT RECESSION?

- Make your Micro earn!
- Whatever make of micro you have you can use it to make a good income even if you only have a couple of hours spare each week!
- This is not PIE IN THE SKY, MAKE A MILLION BEFORE BREAKFAST nonsense but a true report of exactly the sort of steps that we ourselves took at INTRASET.
- We have put together a package of easy, sensible business ideas which can easily be used by anyone with any Micro.
- NO COMPUTER EXPERTISE REQUIRED.
- Earn £££'s from home doing what you enjoy doing - using your computer!
- You probably already have everything you need to start earning.
- Hundreds of potential customers in your area who will GLADLY pay for your services. We tell you how to find them!
- Part time or start your own full time business. Ideal for housewives/husbands, unemployed etc. Very little capital outlay on projects.
- Full step by step sixty page book PROFIT FROM YOUR MICRO comes complete for just...

£14.95 inclusive

### SPECIAL DISK DEAL

DISK	£	£	£
	10	50	100
3" CF2 (AMSOFT)	19.00	92.50	180.00
3 1/2 DSD	6.90	32.00	60.00
5 1/4 DSD	3.90	19.00	37.00

GENUINE HIGH QUALITY DISKS

### POOLSMaster The Football Pools Predictor

"A LICENCE TO PRINT MONEY" - Mr F G Hammond of Essex  
"WE HAVE WON MANY THOUSANDS" - Mr P E Roberts of Dorset  
Just a couple of the many unsolicited testimonials about this truly amazing Football Pools Predictor Program which has consistently astounded us with its accuracy. Check out its features:

- Predicts homes, aways and draws.
- No fiddly typing in of team names: unique indexing system for quick entry of fixtures and results just type in the results each week from your usual newspaper and the program updates itself.
- Uses scientific formula which is the result of many years study of the football pools to give a strike rate which is consistently higher than the laws of average.
- Also has a SEQUENCE PREDICTOR option in addition to form Predictions which analyses coupon number sequences. This option has astounded us in the past and continues to do so.
- Can be used for league and cup matches. Updates season after season. No need to buy a new copy every season.
- Send for POOLSMaster today and increase your chances of that JACKPOT. Comes complete with manual and informative Pools Guide.

DISKS AND TAPES £24.95

### ★ ★ SPECIAL OFFER ★ ★

SPECIAL COMPENDIUM DISKS/TAPES  
POOLSMaster/COURSEMaster £44.95.  
BUY ANY THREE PROGRAMS  
AND RECEIVE PROFIT FROM YOUR  
MICRO FREE OF CHARGE

### THE GRAPHOLOGIST

#### HANDWRITING ANALYSIS PROGRAM

"UNCANNILY ACCURATE" - 8000 PLUS MAGAZINE  
Analyse YOUR handwriting, or your partners, friends etc. What are they REALLY like? Your handwriting always reveals your true nature, state of health etc.

- This program is a must for anyone interested in handwriting analysis, both expert and beginner alike.
- The program will provide an analysis of a subject's handwriting ranging from a simple signature analysis to a full 15 page complete character report. Ideal for prospective employers, experienced graphologists or anyone interested in this fascinating art.
- All you need is a sample of the subjects handwriting and follow the simple on screen instructions. Upon completion you are left with an in depth report detailing all aspects of your subjects character from career ambition, state of health through to sexual preferences and megalomania!
- You may even edit this report using your word processor for representation to your subject/client.

THE GRAPHOLOGIST is a must for serious business use or simply have loads of fun entertaining your friends whilst learning the finer aspects of this fascinating subject.

- COMPLETE WITH MANUAL OF GRAPHOLOGY

Price £49.95 inc. VAT and P&P

All programs available for IBM/PC & compatibles, all Amstrad PC's, Amstrad PCW's, Atari, Amiga, CPC 6128 (unless otherwise stated). Perm-Master also available for Commodore 128 disk. Coursemaster and Poolsmaster also available for all Amstrad CPC's, all Spectrums and C64 & 128

### COMPETITION RULES

Every purchase made qualifies you to enter our competition draw. The total value of your purchases will determine the prize won.

There will be one 1st prize only per draw.  
Spend up to £20.00 - 1st prize = a Star LC printer.  
Spend up to £40.00 - 1st prize = Amstrad PC1512 SDMM  
Spend over £40.00 - 1st prize = Amstrad PC1640 SD colour.  
5 runners up will each win full set of Intraset software as above. Intraset's decision final on all matters.

Send SAE for list of winners.  
Draw dates 28.09.91 and 28.02.92.

### COURSEMaster THE COMPUTER HORSE RACING TIPSTER PROGRAM

- BEAT THE BOOKIE FOR A CHANGE!!
- RATES ANY RACE using racecard in any daily paper or racing paper - BOTH FLAT AND JUMPS. Racing paper not required, ordinary daily paper is all you need.
- Gives clear forecast of best selection PLUS second and third for Tricasts etc. and even recommends type of bet. Will advise best bet, good longshot or Each Way and even when not to bet.

- No more struggling with a calculator to work out your winnings. COURSEMaster works out your WINNINGS on most popular types of bet i.e. SINGLES, DOUBLES, PATENT, YANKEE, CANADIAN, HEINZ etc.
- MAINTAINS A BANK ACCOUNT - Bet like a PROFESSIONAL! Compare COURSEMaster's performance with your favourite Newspaper tipster.
- Complete BETTING ADVICE from first principles. Even if you have never seen the inside of a betting shop the easy to understand betting guide takes you from the first principles of betting, types of bet, staking plans to helpful advice on building a betting bank.
- PLUS the amazing COURSEMaster SYSTEM BET. This superb easy to use betting system regularly provides our customers with MAJOR WINS for small stakes - try it and amaze yourself. Based on sound mathematical principles this betting system is based on Permutations and seeks to maximise your returns on minimum stakes. TWO MAJOR WINS A YEAR IS ALL YOU NEED TO BE IN PROFIT.

- Will even PRINT OUT YOUR BETTING SLIP for you if you have a printer!
- COMPLETE WITH 20 PAGE BETTING GUIDE AND MANUAL

DISCS AND TAPES £24.95

### PERM-MASTER

If you enjoy doing the Pools and regularly use perms as we at INTRASET LTD. recommend then checking your coupon can be a nightmare. Have you won or haven't you? Perm-Master ends the agony by checking your perm for you. Simply tell it which of your coupon numbers are draws and it will do the rest, telling you how many winning lines you have. Perm-Master comes complete with several of the top perms already built in, but if your favourite perm is not there then simply create your own using the unique perm editor.

- Fast and simple to use
- Unique PERM EDITOR
- Create your own perm using the inbuilt perm calculator, test your own theories etc.
- For most block and single line perms

Price £19.95

### SPOT-THE-BALL

For all SPOT-THE-BALL fans this program is a must, no more tiresome counting of 'x's or messy rubber stamps. Use your computer to do your SPOT-THE-BALL coupon. Just tell your computer where you think the ball is using the screen template supplied.

Will print out up to 540 micro-fine crosses in your chosen shape, or simply tell it to choose at random. Learns as it goes - tell it where the ball is every week and build up a database of results to use in SPOT-THE-BALL's sequence predictor option.

- Works with any Epson compatible dot matrix printer or build your own printer driver using the on screen option.
- LET SPOT-THE-BALL fill in YOUR COUPON this week

SPOT-THE-BALL £17.95

### INTEREST FREE CREDIT TERMS

Spend over £80 and spread the cost at no extra charge! (Cheque purchases over £80 only). Simply divide your order by 4 and send us four cheques each with your name and address and cheque guarantee card number on the back. Date the first cheque with today's date and post-date each of the other cheques by one month i.e. 1.5.91, 1.6.91 etc. We will then hold each cheque until it is due.

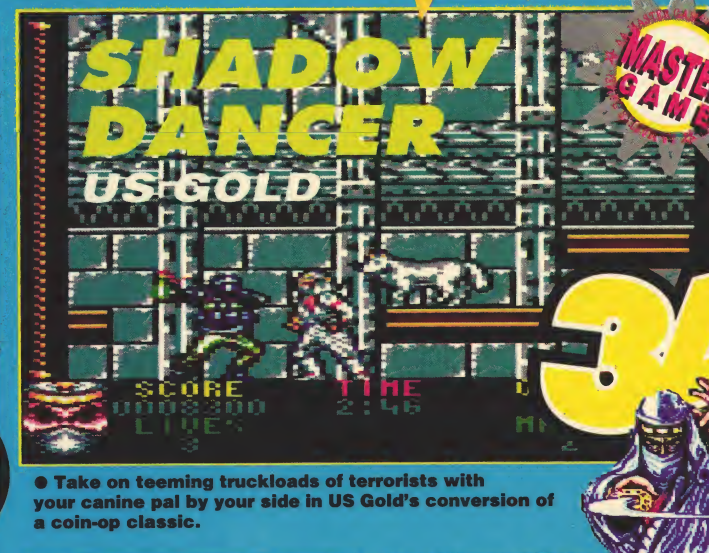
# ACTION



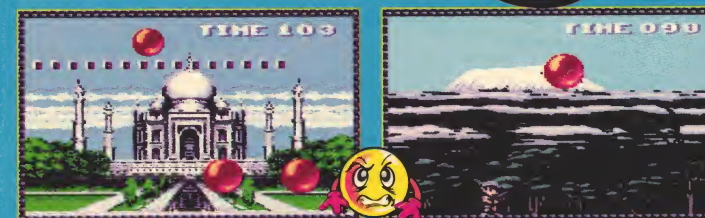
A console Stunner from Ocean and a Mastergame from US Gold... and the start of a brand new budget section. Brill!



Pang will drive you round the bend - the excellent coin-op conversion from Ocean bounces onto the console.



Take on teeming truckloads of terrorists with your canine pal by your side in US Gold's conversion of a coin-op classic.



### GAZZA II EMPIRE



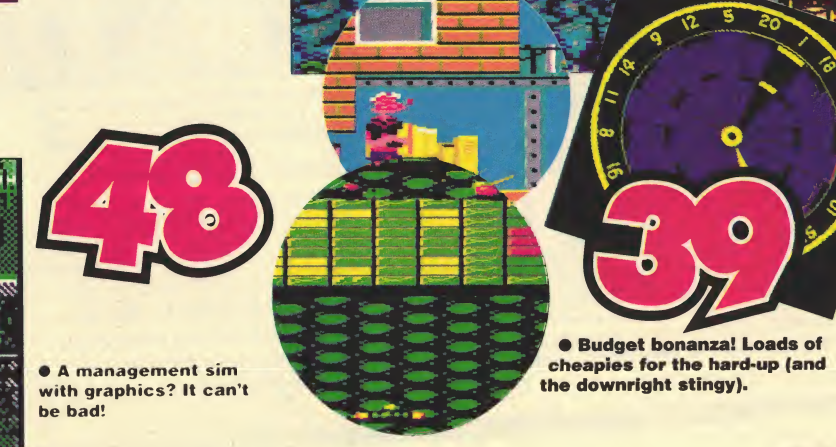
### EUROPEAN SUPERLEAGUE CDS



### BUDGET BONANZA



Fast furious fun on the console, what's it like on tape? Damned fine, is the answer.



A management sim with graphics? It can't be bad!

Budget bonanza! Loads of cheapies for the hard-up (and the downright stingy).

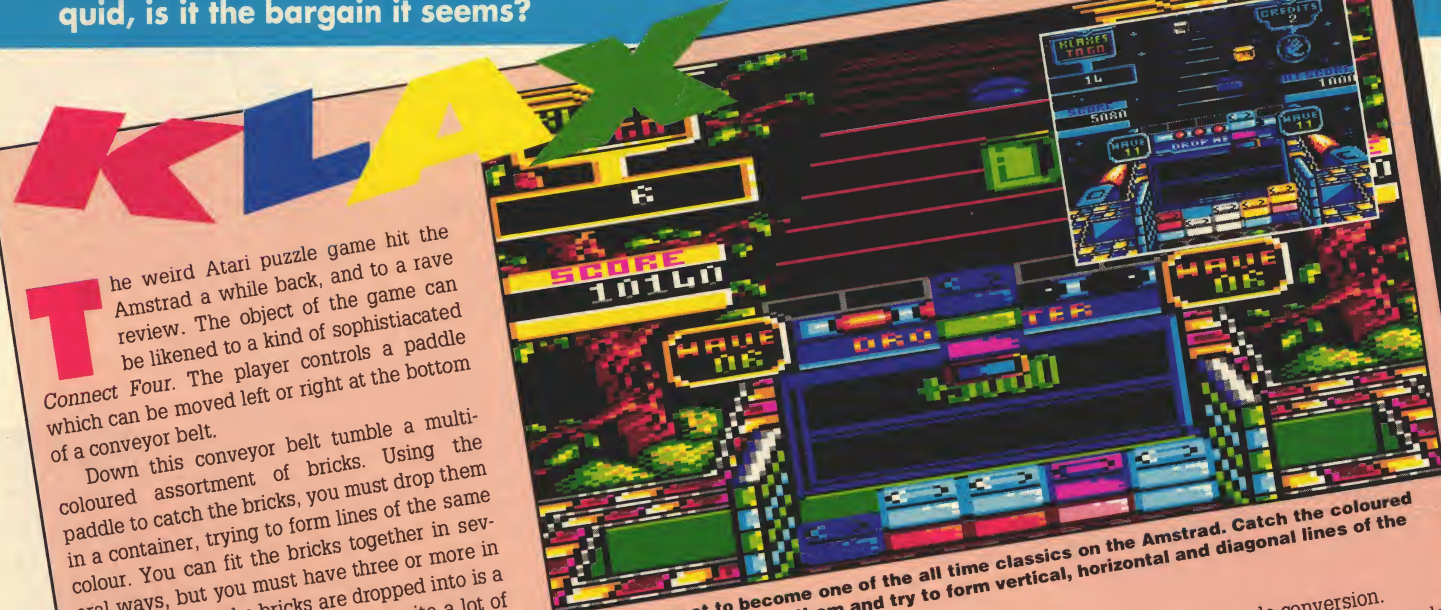
HOW TO ORDER: CHEQUES, P.O.'S TO: INTRASET LTD (DEPT. AA)  
FREEPOST 10 WOODSIDE AVENUE, CLAYTON-LE-WOODS, CHORLEY, LANCs. PR6 7BR  
OR PHONE/FAX AS ABOVE FOR LIGHTNING FAST SERVICE.  
WE ACCEPT ALL MAJOR CREDIT/CHARGE CARDS.  
SEND SAE FOR FREE SOFTWARE CATALOGUE



# THE WINNING TEAM

DOMARK ■ £14.99 cass, £19.99 disk

**W**inning Team is a compilation of Tengen coin-op conversions. The selection is fairly varied, but how did the games rate? Each of the titles was a classic in the arcades, Tengen/Atari being famous for high quality coin-ops. So, five games for twenty quid, is it the bargain it seems?



● Klax looks set to become one of the all time classics on the Amstrad. Catch the coloured tiles as they roll towards them and try to form vertical, horizontal and diagonal lines of the same colour.

**T**he weird Atari puzzle game hit the Amstrad a while back, and to a rave review. The object of the game can be likened to a kind of sophisticated Connect Four. The player controls a paddle which can be moved left or right at the bottom of a conveyor belt.

Down this conveyor belt tumble a multi-coloured assortment of bricks. Using the paddle to catch the bricks, you must drop them in a container, trying to form lines of the same colour. You can fit the bricks together in several ways, but you must have three or more in a row. The grid the bricks are dropped into is a five by five "bin". This gives you quite a lot of space to play with.

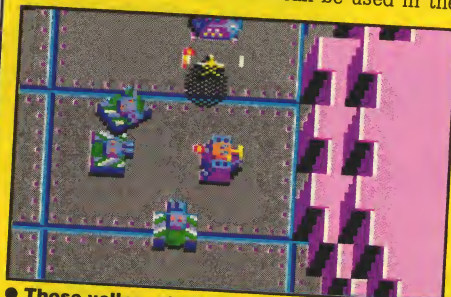
You can quite easily make horizontal and vertical lines of a single colour, but each screen has a different requirement for completion. Some levels ask for a certain number of points to be

scored, while others may ask for several diagonals. Things get fast and furious very quickly, and the game combines strategic thinking and quick reflexes in an utterly,

wickedly addictive arcade conversion. The presentation is very nice, with colourful and bizarre graphics. Sound is a bit iffy, but this game has the kind of lasting challenge that puzzle fans cannot afford to be without. A real classic and probably the best game on the compilation.

## Vindicator

**E**ver fancied driving around in a dirty great tank? Ever fancied blowing away hundreds of other tanks? Yes? Well then, Vindicator is the game for you. You control a futuristic armoured vehicle, driving around a scrolling, often maze-like screen. The object is to reach the exit to the next level without running out of fuel. At various points on each level you will find extra fuel and credit stars. The latter can be used in the



● Those yellow stars act as credits in the end-of-level shops, collect enough and you could buy yourself a very pokey tank!



● Oh no, as Bart Simpson would say, "Whoa Mama, you're in deep, deep trouble. Surrounded by nasties, it looks bad."

end-of-level shops to purchase extra weapons and goodies.

It really is a very simple concept. There are lots of baddies to kill, lots of weapons to buy and lots of fun to be had. In later levels, the mazes become tortuous, the enemy become more numerous and more dangerous.

All in all, good blasting action with lush graphics and decent sounds.

## Cyberball

**C**yberball is quite simply American Football with a twist. Set in the future, the story is some weirdness about robots playing instead of humans. The ball too is very different, if you hold it too long, the darned thing will blow up! Players too, if injured, may explode...

It all sounds very dangerous, but what it boils down to is a standard vertically scrolling American Football pitch with all the usual features. These



## Escape from the Planet of the Robot Monsters

**A** hugely underrated game, Escape has a plot straight out of a Hollywood B-movie. Ignore the bizarre plot, though, and enjoy instead a fast, challenging isometric 3D arcade adventure.

The basic object of the game is to rush around the huge number of screens, rescuing hostages and powering up your weapons. Find the teleport to the next level and continue the mission to rescue a kidnapped professor.

The graphics are gorgeous, really colourful and full of character... just watch what happens when you 'accidentally' waste a hostage.

The game is huge and enormous fun to play. The puzzle aspect complements the basic blasting perfectly and Escape is a real winner.



● Escape from the planet of the Robot Monsters by all means, but don't forget to rescue the cute girlie hostages. B-Movie plot and wonderful graphics make this game a real hoot.

### SECOND OPINION

**"Yet another compilation full of last year's games. None of the games are bad, one or two being well worthwhile. If you missed them first time round, then it may be worth boosting your collection."**

Adam Waring



include the ability to choose strategies and plays. This is the tricky part, finding out which moves suit which teams.

The player controls whichever droid is highlighted, passing or running as the situation requires. The exploding ball adds a great

deal of urgency to the proceedings and really moves things along.

The graphics are fine and the sound suits. The game is nothing spectacular, but it is possibly the best rendition of American Football on the Amstrad.



● American Football in the twenty-first century is a very dangerous business. The ball is actually a highly explosive mini nuclear device and it might do more than singe your eyebrows when it goes off. Lose that ball in the enemy endzone.

## A.P.B

You drive a small blue police car along a multi-directionally scrolling road. Various types of criminals can be found along these roads. For the most part you will find yourself arresting fairly harmless suspects, such as litterbugs and hitchhikers. You arrest them by pointing the cursor which floats immediately in front of your car and hitting the siren. Once the cursor is over the arrest subject, the crim is magically transported to the clink.

Every now and then you will encounter a proper villain. These chaps don't pull over when you ask them politely, so you have to ram them off the road! You play against a strict time limit, but you can increase this by scoffing doughnuts along the way. Add-ons can be purchased at a garage, including a gun to make those arrests a little simpler.

During the bonus stage, you have to make the suspects

confess, using a very suspicious method. You shake the joystick rapidly from side to side, shaking the suspect vigorously. Do it fast enough, and he'll 'fess up no problem

Neat graphics and quite good fun, but possibly lacking in variety.



● Officer Bob, sirens blaring, heads off in hot pursuit of that heinous villain Freaky Freddy. Catch him and he might er... fall down the stairs, sir.

KLAX	89%
VINDICATOR	81%
CYBERBALL	80%
ESCAPE...	87%
APB	76%

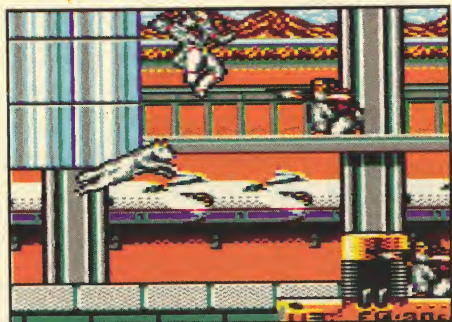


Frank

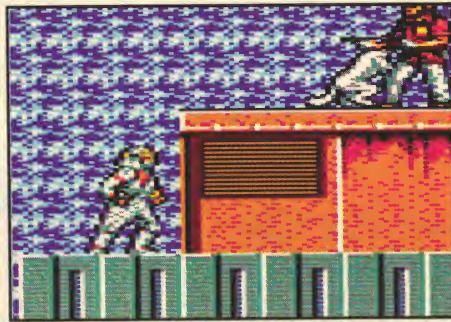
## VERDICT 85

Some good, some brilliant, Winning Team represents fine value for money.

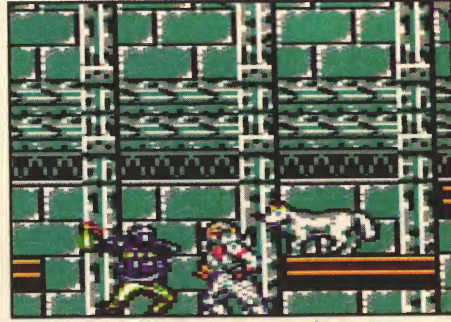




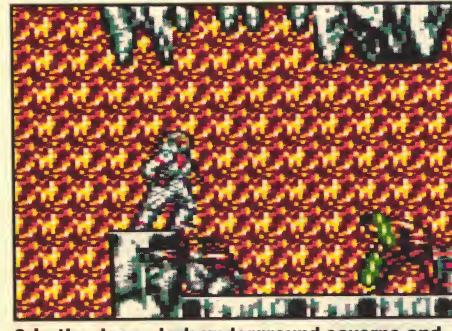
●Woosh! One man and his dog leap into action. The lone gunman is just about to meet his maker... woof woof.



● Your trusty hound attacks one of the enemy, tearing flesh and chewing bone. One well-placed shuriken should end the struggle.



● This dude lobbs incendiary devices at you. You should use the dog to distract him. Careful though, it doesn't always work.



● In the deep, dark underground caverns and the guy with the killer frisbee is after your blood. Jump on his blimmin' head.

When the last rays of sunlight ebb, a lone figure moves deftly through the darkened streets. Almost indistinguishable from the shadows, he stalks his prey with stealth and merciless intent. He raises a black gloved hand and summons his companion with the subtlest of gestures.

A soft padding follows as his dog bounds to his side. The most faithful of companions and the most dangerous of animals. A huge dog, well trained and as silent as its master.

Ninja. Fearsome warrior spy from Japan's violent feudal past. Why here? Why in twentieth century America? The most dangerous of missions requires the most dangerous assassin. Joe Musashi is that man. Capable of extraordinary feats of agility and combat

prowess, he can also summon the ancient secrets of Ninjutsu - Ninja magic.

His mission is to wreck the plans of evil saboteurs. Their twisted scheme involves the destruction of a NASA space shuttle. So how does he do it? In an ancient ceremony, he dons his white costume. The time for stealth is over, only brutal force will win the day this time.

*Shadow Dancer* is a sequel (of sorts) to the '80s arcade smash hit *Shinobi*. The original *Shinobi* involved a lot of platform jumping, shuriken throwing and Ninja magic performing stunts. So how different is the sequel?

Well, er, not very different at all, really. In fact the only real difference gameplay-wise is the addition of your trusty Ninja dog, Butch. Actually Butch is a bit of a poor name for a Ninja dog... how about Fido? Yup Fido the Ninja dog.

Fido and his master are guided through vertically and horizontally-scrolling screens quite uncannily, in fact, like those found in *Shinobi*. You can throw an unlimited number of shuriken (that's throwing stars to you, matey). Your Ninja dude can also perform average to incredibly high jumps. The super jumps access higher platforms on the screen.

Little jumps are used to avoid enemy projectiles or scale small obstacles. Your incredible array of skills also includes the ability to unleash a blast of smartbombedesque Ninja magic.

But what about the dog? Why is he there? To kill baddies, that's why! Well, he doesn't actually kill them, he just keeps them occupied while you get into a good position to drop them with a well-placed shuriken.

The dog is activated by pulling down and pressing Fire. It can be useful for dispatching bad guys who lie in wait in a place where you'd have to risk life and limb to reach them.

One of the nice features of the game is the variety of end-of-level baddies you encounter. The first is a huge samurai with a bad attitude, but later denizens include Ninja girlies and even a homicidal train.

After defeating the baddies, you go on to a rather interesting bonus round. This sees you at the foot of the screen, hurling shuriken at the enemy Ninjas who leap from the top of a skyscraper.

If you kill them all without letting a single one past, you receive a free bonus life. This is a lot harder than it sounds.

So how does *Shadow Dancer* rate? Well, the first thing you'll notice is the graphics. They are programmed in 16-colour

**SECOND OPINION**  
US Gold has done a terrific job of converting the arcade original onto the Amstrad. The graphics especially are great. A great conversion of a great beat-em-up.  
Rod Lawton

mode and very impressive they are too. The sprites are sharp and detailed, the backgrounds colourful and well designed. The animation, while smooth, isn't particularly realistic. The dog when

he attacks looks like... well, let's just say he doesn't look like he's attacking, more as if he's developed a strong affection for your leg, just like Auntie Mabel's randy

labrador. The scrolling is very impressive, especially for the very colourful mode 0. The screen scrolls in four directions and covers, depending on the level, a very large area.

The music on the title screen is very nice, a thumping Oriental track. The in-game spot effects are a little weak, though. Luckily, this doesn't spoil the action at all.

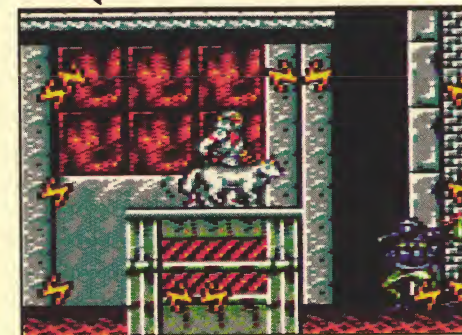
*Shadow Dancer* is one of the biggest, most playable arcade licenses to date and US Gold deserves a big pat on the back for this one.



Frank



● Standing above a lava flow with your trusty dog. If you jump, he will follow, but sometimes he does get a bit lost...



● Ki-yaaaa! *Shadow Dancer* lets off a whop-ping great burst of Ninja Magic and takes out everything within the blast zone.

## How to be a proper Ninja (and not a soft girlie one)

Proper Ninja Warriors are rock hard. They don't cry when they stub their toes and they don't shout for their mummy when it's dark. They don't wear frocks or make-up and they don't like stupid girlie pop stars like Danni Minogue or the New Kids on the Block.

Proper Ninjas like fighting tigers with their bare hands and eating nails and screws. Scaling walls is the simplest of tasks for these guys. A really hard Ninja could climb the Empire State Building using two fingernails and a bit of hairy string.

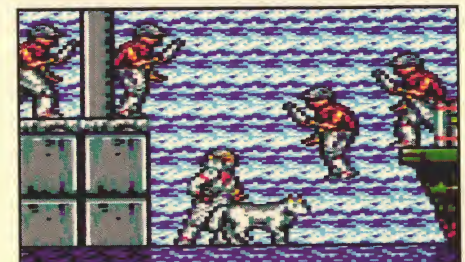
Girlie Ninjas defend just causes, like kidnapped princesses and colour-blind orphans. If you want to be a proper hard Ninja, you can blim-

min' well forget all that. Dangerous international millionaire playboy Ninja, like what we are here at AA towers, only do it (Ninja stuff) for money, or Scampi Fries.

The Ninja in *Shadow Dancer* wears a white costume. Well that's just stupid, everyone

would see him coming a mile off and phone the police or something. Hard Ninja blokes wear big flares and rave T-shirts. This confuses the enemy and allows you to hide a tank and a helicopter in your pants.

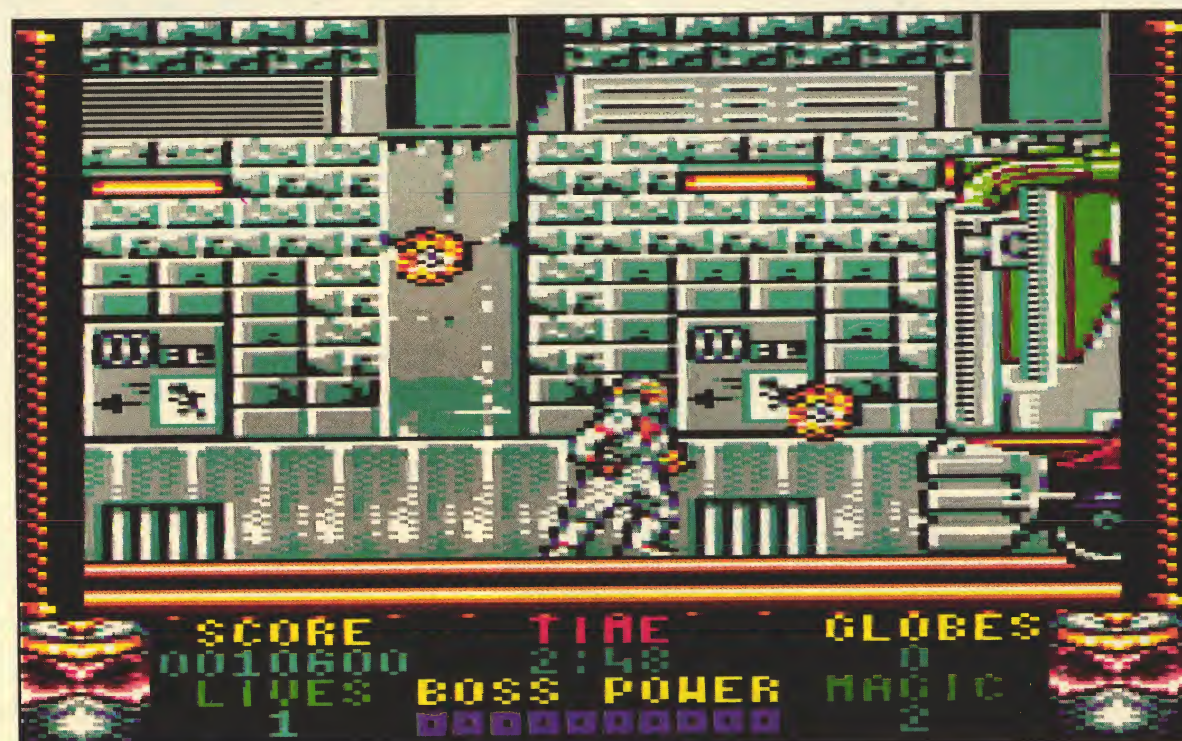
So there you have it, the complete guide to being a proper Ninja, oh and there's some stuff about martial arts as well.



● Baddies close in from every angle, no magic left and your dog is ignoring you. You could be in deeper water than you think.

# SHADOW DANCER

US GOLD ■ £11.99 cass, £15.99 disk



● The second end of level baddie is fairly hard. Well it's actually a train and as trains go, it's a hard train. It spits fire and rolls over clumsy Ninjas.



**FIRST DAY TARGET SCORE**  
Beat the first level guardian.

### SHADOW QANCER VERDICT

**GRAPHICS**..... 89%

Beautiful sprites and wonderful backgrounds really make this one stand out from the crowd.

**SONICS**..... 69%

Excellent title music marred slightly by the poor in-game spot effects.

**GRAB FACTOR**..... 90%

Brilliantly addictive right from the start, it's hard to put down.

**STAYING POWER**... 88%

Huge, difficult and challenging. Even when you do complete it you'll go back for more.

**RATING 90%**

A brilliant conversion of a lush coin-op, with the most distinctive graphical style around.



Oh no, it's the attack of the killer balloons! Get this. The Earth is being attacked by large, bouncy balls. The only thing standing between civilisation and domination by hordes of quivering gasbags (no, not the SDP) is... YOU.

Pang is a conversion of a smash arcade game. Fans of the arcade are just going to love the Amstrad console version to death. The screen layouts, puzzles and playability are identical - this conversion is beautifully faithful to the original.

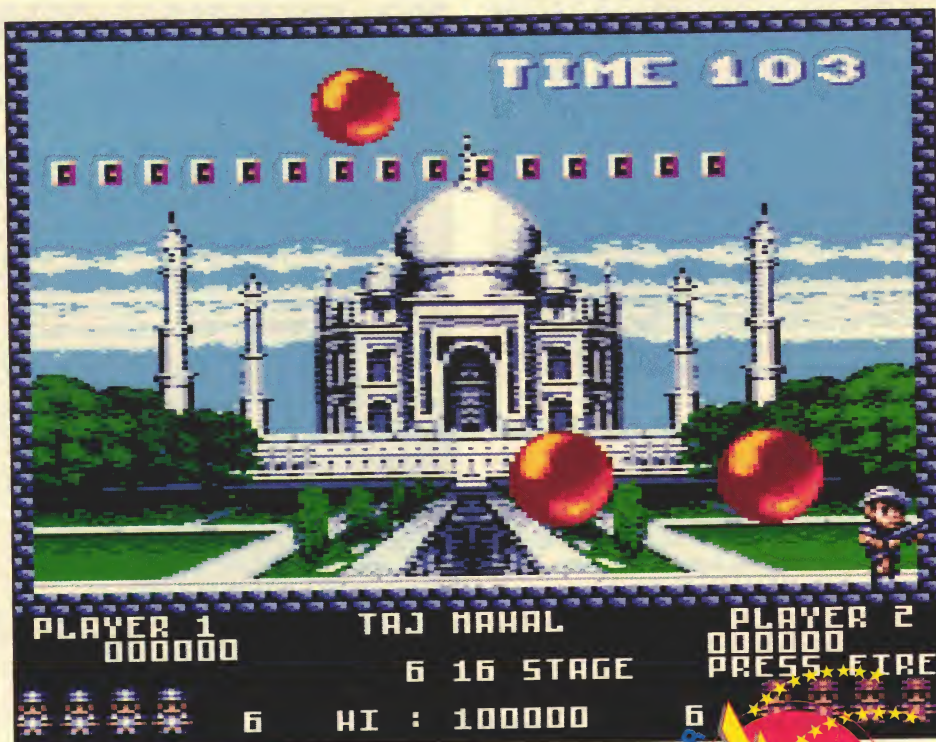
There isn't really a plot to Pang, as such. All you really need to know is that at any second you're going to be attacked by one, two, three or more giant balloons. If you get hit by one you lose a life - but you do have a defence. You can fire a harpoon at these gaseous invaders, which splits them into two. OK, so you've now got twice as many balloons to dodge, but that's life. Hit these new (smaller) balloons with your harpoon, and they each break into two more... only the tiniest sub-balloons can finally be blasted into oblivion.

Inside each giant balloon there can be as many as eight tiny balloons trying to get out. If you want to stay alive, you should tackle the gasbags carefully, keeping the number on the screen to a minimum. Don't take too long over it, though, because you've a time limit for each level...

...And there are plenty of levels to get through. You start off with a map of the world and the option of starting your quest at any one of several famous locations. Wherever you choose to start, there are three screens to get through before you fly (not in a balloon, though) to the next location.

The screens start off easy enough, but that soon changes. Blocks start appearing on-screen, making it difficult to judge how the balloons will bounce. Some of the blocks can be shot away too (usually unintentionally!), further adding to the chaos.

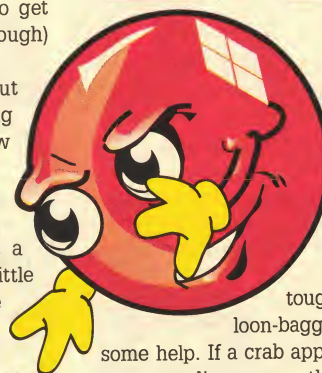
You soon realise that Pang isn't just a test of reflexes and strategy, but a tough little puzzle game too. For example there is one screen where as well as simply staying alive you have to stop more than a couple of the smallest balls dropping into a small enclosed section accessed by a



Everyone in the AA office hates this one. Two giant balloons and one large one - you need fast reflexes, perfect judgement, a cool head and a lot of luck. And 600 lives instead of 6 would be good.

# PANG

OCEAN ■ £24.99 Cartridge

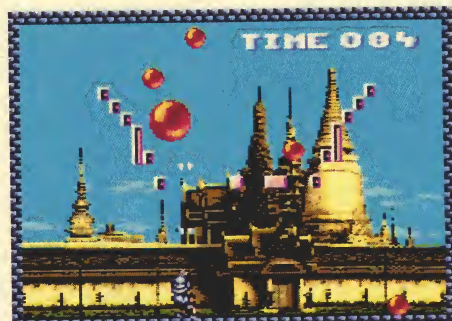


ladder. With more than two in there, you simply can't find a gap to get in there and wipe them out...

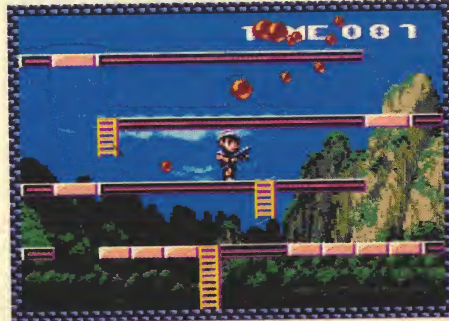
Life is certainly tough as a professional balloon-bagger, but you do have some help. If a crab appears from nowhere and goes scuttling across the screen, snapping its claws, don't worry. His claws are good at bursting balloons. If you walk into him you'll kill him, so leave him to it. You'll also encounter a large

whelk now and again. He's not so good. Walk into him and you lose the ability to fire your harpoon for precious seconds. (If you walk into the crab, he turns into a whelk, by the way.)

You can also collect weapons falling from punctured balloons. Your standard firearm is a harpoon (which looks like a giant corkscrew in use) but you can upgrade to a double harpoon, power-harpoon (stays on-screen for several seconds), vulcan missile (doesn't destroy blocks), dynamite (blows all the balloons into their smallest size), clock (stops the balloons for a few moments) and hourglass (slows the balloons).



EEK - you're in Moscow, and having to tackle a load of troublesome blocks as well as those pneumatic nasties.



This screen's a bit of a horror. The secret is to blast away those pink blocks, giving yourself more firing space.

The thing is, these power-ups don't always give you what you want. For example, if you're right at the start of a tricky screen with loads of giant balloons, you don't really want to go blowing them all up into thousands (well, it seems like it) of little ones by picking up the dynamite.

To avoid picking up weapons you don't want you have to not walk into them. That's right, there's no jumping in this game (though there are ladders and platforms). So avoiding weapons you don't want can restrict your movements severely. Fortunately, if you don't pick them up the weapons symbols first of all flash and then disappear from the screen.

Possibly the best (or worst!) thing about the whole game is the two-player mode. This is a genuine simultaneous two-player option, and you and your pal (but for how long?) play co-operatively to try to clear the screens of balloons.

**"...simple, addictive, maddening, and more fun than could possibly be good for you"**

However, although you've got twice the firepower, two brains don't always think as one. Basically, you can forget the strategy! And if just one player dies, the two of you have to start the screen all over again. Oh, frustration! Master the art of working as a team, though, and the two-player mode may help you get further through the game than ever you could on your own. With a total of 17 locations around the world, and three screens at each, there's a lot of balloon-popping to be done before your quest is over.

Pang's graphics are quite superb. The intro sequence looks as if it's straight off a 16-bit machine, and although the backgrounds to each location are done in mode 0 and are a bit blocky, the balloons, screen detail and sprites have obviously been put together using the enhanced cartridge hardware. 16-bit quality? On the



The sun's going down over Mt Fuji. But you don't have time to admire the scenery - there's balloons to be wasted!



That crab's your pal. Leave him to his own devices and he'll pop balloons until the cows come home (except there aren't any cows).

**SECOND OPINION**  
"Bursting balloons is a strange idea to base a game on... but it works! Ocean has produced a superbly playable bash, making good use of the console's features"  
Adam Waring



whole, not quite. But it is nearer 16-bit than 8-bit.

The sound, too, is quite superb. The soundtrack is excellent and suits the cute nature of the graphics perfectly. Sound effects are minimal, but equally well done.

Ocean has now produced some really excellent cartridge product. Pang is simple, addictive, maddening, and more fun than could possibly be good for you. It's also startlingly well done.



Rod

### FIRST DAY TARGET SCORE

Get to Moscow

### PANG VERDICT

GRAPHICS..... **90%**  
The graphics are a bit blocky, but the sprites are superb.

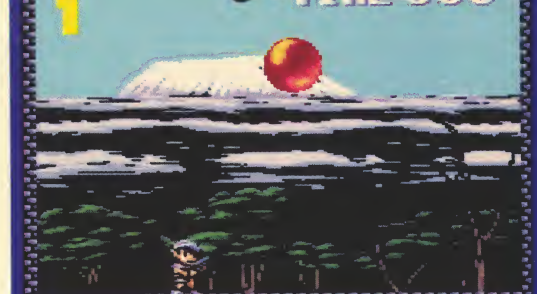
SONICS..... **95%**  
Excellent soundtrack and very good in-game fx give the game an arcade feel.

GRAB FACTOR..... **92%**  
You'll soon grasp the gameplay, and it'll surely grasp you!

STAYING POWER... **90%**  
Loads of locations, loads of puzzles and loads of difficulty.

**RATING 93%**

Pang is excellent! A superb conversion of a superb arcade game.



How to blow away those ghastly gasbags... 1: The giant balloons make easy targets. 2: But hit them with your harpoon, and you get two smaller ones. 3: Hit the smaller ones and you get two smaller ones again. 4: Yup, you guessed it, there's tidlier ones still. And they're all just as fatal if they hit you! Indiscriminate blasting is not recommended...





● *Gazza II* doesn't have much graphic finesse, but it's fast and very, very playable. As usual, the player nearest the ball gets highlighted - he's the one you now control. Dribbling is a doddle, and makes for brilliant pitch-length charges. The scanner display is excellent.

# GAZZA II

**EMPIRE ■ £10.99 cass, £14.99 disk**

At the beginning of the year Empire released *Gazza II* on the console. Now tape and disk users have the chance to play the *Stunner*-awarded game - but will these versions stand up without the benefit of the console's enhanced hardware?

In fact the gameplay is identical. Uncomplicated by rules such as off-sides and fouls, it's a bog standard footie game on the simplest level. The player nearest the ball is under your joystick control, while the other team members run alongside for moral support. You can run along in eight directions, so everything is very 'diagonal'. This limits the placing of the ball somewhat. This is particularly irksome in kick-offs, corners and throw-ins.

Booting the ball can be done at a variety of

strengths. The longer Fire is held before releasing, the better you blast it. This system works well, and passing the ball between players is accurate and makes the game immensely playable.

**SECOND OPINION**  
"Gazza II is a brilliant game in its own right, but not strictly speaking a true footie sim. And there are far too many niggling bugs."  
Frank O'Connor

One or two can partake in a match. Options allow a variety of control methods, so comfortable two-player arrangements can be found. The match length may also be varied from two to ninety minutes.

In a one-player game the computer's skill level is selected by the team it plays. Albania is the weakest, Brazil the strongest. The computer plays well, the skill level affecting the speed of its players. It does make mistakes, however, occasionally booting the ball out of play. It's refreshing not to have an infallible opponent - a

fault with many a game in the same genre.

The scanner at the foot of the screen adds hugely to the game. This radar-like device shows the relative positions of all 22 players, and is a huge aid in passing to your team mates.

As ever, the best fun is had when there are two players. The team strips are well chosen - there's no danger of a confusion. There is an annoying bug where the teams swap colours at half time though.

The obvious difference between this and the console version is the look of the game. The sprites, though well drawn, are not as detailed. The pitch looks drab - it did on cartridge too - but scrolls around smoothly and quickly.

*Gazza II* can't really be described as a soccer sim. It's only loosely based on our national sport. It's flawed in many respects and has some annoying quirks. Despite these niggles, it's nevertheless a brilliantly playable game.



Adam



**FIRST DAY TARGET SCORE**

Thrash Frank five - nil!

## GAZZA II VERDICT

**GRAPHICS..... 78%**

Not bad sprites considering their size, but what a dull pitch!

**SONICS..... 80%**

Great soundtrack - sounds like something from *Match of the Day*.

**GRAB FACTOR..... 81%**

Couldn't be easier to pick up, but it's a different story putting it down...

**STAYING POWER... 78%**

You won't play every day, but great to play every now and again.

**RATING 77%**

A brilliantly playable game that suffers from a few too many quirks.



● The force of your kick is governed by how long you keep your Fire button depressed. Simple and neat.



● Ball control is good enough to allow you to pass to your teammates pretty reliably - with practice.

# BUDGET BONANZA

This month we take you through a selection of some of the latest budget releases. And do you know what? It's going to be a regular feature from now on! This month's crop of games contains a plethora of re-releases. That's budgets for you. But there are still a couple of newbies out there all the same...

## 3D PINBALL Mastertronic ■ £2.99

OK then, Pinball Wizards. Put on your platform heels and your "Tommy" soundtrack. The lure of the silver ball appears on the Amstrad once again. The clash of steel on steel, the frantic clicking of flippers and the bells and whistles. You can almost smell the popcorn and the hotdogs.

### Gameplay

3D Pinball has little more to offer than any conventional Pinball game, and is actually very dodgy on quite a few points. The ball motion is OK for most of the time, but can get a little odd now and then. The flippers are far too far apart and the ball is lost frequently, with you the player entirely blameless.

You cannot pull the spring back in degrees, you simply press Fire and the ball is launched with the same strength every time. This detracts heavily from the playability and seems a rather startling oversight.

### Graphics & Sound

The screen is viewed at an angle (it makes the table look much the way it would



Mostly decent, but at times badly flawed Pinball game.

**78% VERDICT**

## Popeye 2

Alternative ■ £2.99

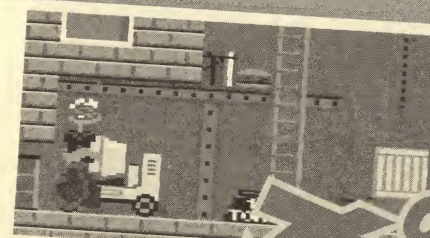
Ack-ack-ack! Popeye is having a very bad day - his rather skinny girlfriend Olive Oyl has been kidnapped by Brutus, the brutish, black-hearted beast!

### Gameplay

Popeye has to make his way through several scrolling platform-filled screens. Collect Wimpy's hamburgers, defuse bombs and tackle hazards galore.

### Graphics & Sound

The graphics are very good indeed. Huge

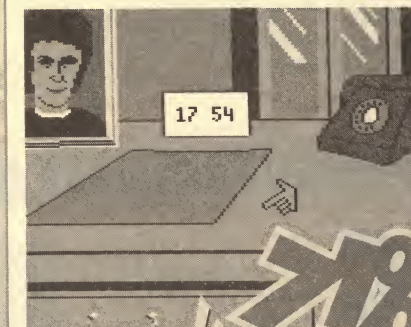


Good fun but possibly just too difficult.

**76% VERDICT**

## YES PRIME MINISTER

Mastertronic ■ £2.99



Well implemented strategy/adventure/RPG sort of thing, marred by dull plot.

A week they say, is a long time in politics. That week could be extremely fraught if you happen to be Jim Hacker, the Prime Minister in the BBC TV series. This game is based on Jim Hacker's incompetent antics, allowing you through role playing to be the Prime Minister for a week.

### Gameplay

The action is a hotch-potch of strategy and icon-driven graphical adventure. You will be faced at intervals with a varied assortment of challenges.

The challenges are all political in nature, most coming in the form of conversations with a selection of parliamentary figures. You are given a multiple-choice selection of answers, some of which may look very obviously right, but you may be proved wrong.

You tend to stay within the confines of your office, awaiting phone calls and checking your ratings in the polls. When you do move to another location, the graphics vanish and a text-only format ensues.

The main problem with play though, is the subject matter. At times it really can be deathly dull. Strictly for fans only.

### Graphics & Sound

The graphics are nice, especially the digitised photos of the various characters. No sound, apart from a couple of 'blips' here and there.



## JOCKY WILSON'S COMPENDIUM OF DARTS

### Zeppelin ■ £2.99

It's Jocky at the 'Okey, 14 pints... what an athlete! Everyone's favourite dynamic sporting superstar finally makes it on to the Amstrad. That paragon of agility, suppleness, gymnastic ability and beer-drinking, Guru Jocky "Slim" Wilson!

### Gameplay

The object of darts is to hurl little arrows at a bristly circle. The difficult part is keeping down the copious quantities of bitter and whisky that you have consumed, while trying to light your fag and put a flight on a dart at the same time.

Swaying gently in front of you is your

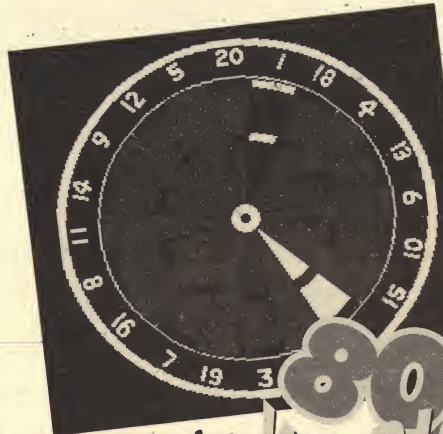
monstrous volcanic gut. Simply break wind to steady yourself and hurl the first dart.

The 'compendium' features six variations on the game, each involving a different scoring objective. The darts you throw can be controlled before flight, lining it up with the section of the board you want to hit. This is tricky as your beer-heavy arms sway in a most alarming manner.

There is enough variety to keep you happy for ages. Excellent value and a great laugh, especially in two-player mode.

### Graphics & Sound

The graphics are humorous and full of character for a decent overall effect. A brief title jingle makes way for some not bad in-game spot-effects.



It's great fun and quite nice looking too. Mind you, wouldn't it be easier to play the real thing?

80% VERDICT

## CONTINENTAL CIRCUS

### Mastertronic ■ £2.99

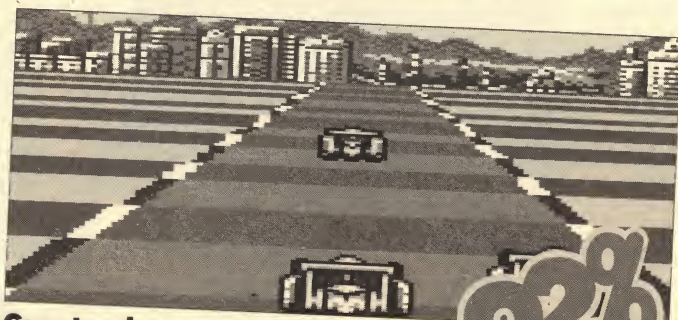
Called 3D Continental Circus in the arcades, the Amstrad version loses the spectroscopic 3D gimmick that made the coin-op so popular. The game itself is a bog standard racing game, viewed from behind, Pole-Position fashion.

Continental Circus, you ask? What in the name of blimmin', flip-pin' Nora does that mean? Well, the story goes that poor translation replaced the name Continental Circuit. Ho ho, how amusing.

### Gameplay

The main difference between this and other racing games is the use of pit-stops. It's up to you to decide when you need to go in and change your oil and tyres.

Can you spare the



Great value, great game... Great Scott! An essential budget purchase.

92% VERDICT

as you pull out of a pit-stop, you crash into another racer...

There are eight different tracks to race on, each one in a different country. The ultimate objective is to earn the right to race at Formula One level, the ultimate accolade for any race driver.

### Graphics & Sound

Slick graphics and cool music really make this one stand out. The illusion of speed is excellent. The hills and dips rolling past in a really convincing fashion. Excellent!



## GRYZOR

### Hit Squad ■ £2.99

Lance Gryzor, he flies, he spies, he death defies. He is so rock hard and dangerous, that when the Earth is invaded by slimy space fiends, he takes it upon himself to kill them all!

The aliens have picked the most inaccessible jungle territory in which to build their vile lair. Lance has to yomp through several sections of monster infested rain forest before the final confrontation with the big nasty.

### Gameplay

Fortunately for Lance, his own people will at regular intervals send in pods containing extra weapons and armour. These include wide shots, laser and extremely rapid fire. You'll



At this price, Gryzor is too good to miss. Brilliant platform shoot-em-up marred by poor scrolling.

88% VERDICT

need em' too, for at the end of each level you have to make your way through a network of 3D tunnels, packed with grenade lobbing soldiers.

Lance is a fairly athletic sort of chap and can somersault all over the place. As well as the violent shooty action, there are plenty of platform puzzles and these give the game its edge.

### Sound & Graphics

The graphics are quite gloriously colourful, the spot effects effective and the game reeks of quality, but it does have one very dreadful flaw...

...scrolling...it's supposed to, but it doesn't. You reach the end of a screen and another quarter screen flicks on. It sounds confusing and it is. You are more often than not killed by something you didn't know was there.



## F1 TORNADO

### Zeppelin ■ £2.99

Vooosh! Rat-a-tat-a-tat! Screaming through the skies in an incredible piece of aerial weaponry... the F1 Tornado. Bandits at three o'clock. Line them up in your sights and let loose a barrage of hot lead and high tech missiles.

### Gameplay

The title screen proclaims this game to be a simulator, but once it's loaded you are presented with a small window of horizontally scrolling shoot-em-up antics. The only concession to simulation is a poor representation of a cockpit display.

The game looks and plays very much like the Capcom coin-

op UN Squadron, i.e. bog standard scrolling shoot-em up. This doesn't mean it's bad, however, in fact quite the opposite.

Aircraft appear in droves, swooping and diving at you as they release their deadly payload of missiles. The attack waves are quite impressive - difficult enough to keep you on your toes, but possible to avoid. Extra weapons can be picked up - these include double firepower, speed-up and reverse fire. The options are cycled through on the cockpit display.



78% VERDICT

Decent rendition of a much tried formula and very good value.

### Graphics & Sound

The graphics are nice. Sprites are fast, colourful and well-animated. The scrolling, too, is OK. Sound? Not much to speak of, but the spot effects do the business.



## R-TYPE

### Hit squad ■ £2.99



Great, but for Speccy graphics

72% VERDICT

Repackaged, repriced and re-released Amstrad version of one of the all time coin-op greats. R-Type in the arcades was a storming success and quite rightly so.

The Amstrad version was unfortunately a Spectrum port, relief then that the Spectrum version was an absolute classic. The CPC version has all the features present in the arcade version.

### Gameplay

The plot is minimal, something about twisted alien space demons and the Bydo Empire. The action doesn't really rely much on plot anyway, the objective being to fly right through a

scrolling alien landscape, killing everything.

The horizontal scrolling works well enough. All of the extra weapons are there and the end-of-level baddies can be just as nasty as their arcade parents.

Some of the extra weapons are very juicy indeed, the ripple and reflective lasers being particularly impressive.

### Graphics & Sound

Decent, detailed but unavoidably Spectrumsque graphics. They move well enough, however. The spot effects are nice, and complement the action.

● Won't work on Plus machines.



## ARKANOID - Revenge of Doh

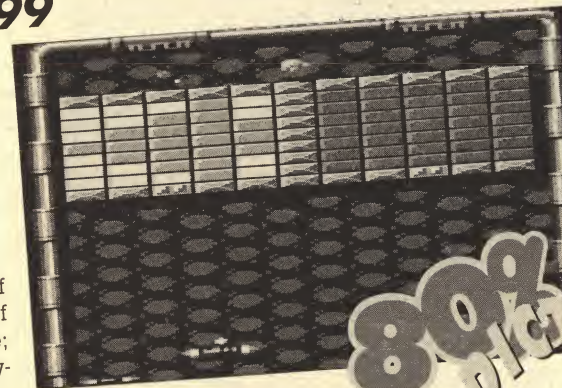
### Hit squad ■ £2.99

Arkanoid is remarkable in at least one respect - it has the most ridiculous excuse for a plot you ever heard! Something about space fiends and star-ship invasions and who knows what...

### Gameplay

You control a small bat at the bottom of the screen. Facing you is a large wall of bricks. The object of the game is simple; bounce a ball around the screen, destroying any bricks in its path.

If the ball gets past your bat then you're history! Some of the bricks contain add-on goodies, including warps to the next level, bat extensions and multiple balls.



80% VERDICT

The concept is so simple it would have been difficult to mess it up. Good fun and good value.

Floating merrily around the screen are lots of little space critters. These aren't particularly dangerous to you, but if they hit the ball they can cause it to bounce off at a very awkward angle.

Once you have got close to clearing a screen of the offending bricks, things start to get a little more difficult. The bricks get more and more isolated and you will have great trouble finding the right angles to bounce the ball at.

### Graphics & Sound

Graphics are smooth, fast and colourful. The lack of variety between screens is a little disappointing, but the sound is atmospheric and just a bit spooky...

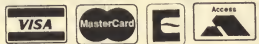




# SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

Call us on: 24 Hour Credit Card Hotline 0902 25304



## AMSTRAD SELLERS

2 Player Soccer Squad	2.99	Renegade	2.99
2 Player Super League	2.99	Rock Star At My Hamster	2.99
1943	2.99	Ruby Manager	2.99
Acc	1.99	Run the Gauntlet	2.99
Ace 1 and 2	2.99	Salamander	2.99
Afterburner	2.99	Sam Fox Poker	2.99
Airwolf	2.99	Scoby Doo and Scrappy Doo	3.99
Arcade Fruit Machine	2.99	Silkworm	2.99
Arkanoïd	2.99	Soccer Director	2.99
Arkanoïd Revenge of Doh	2.99	Soccer 7	2.99
Backgammon	2.99	Soccer Q	2.99
Barbarian	2.99	Soccer Star	2.99
Barbarian 2	3.99	Space Harrier	2.99
Bombjack 1 or 2	2.99	Spitting Image	2.99
Boulderflash 1 or 4	2.99	Spy V Spy	2.99
The Boxer	2.99	Spy Hunter	2.99
Boxing Manager	2.99	Star Wars	2.99
British Super League Football	2.99	Steve Davis Snooker	2.99
Buggy Boy	2.99	Striker	2.99
California Games	3.99	Striker Manager	2.99
Championship Golf	2.99	Super Nudge 2000	1.99
Chuck Yeager	2.99	Super Stock Cars	2.99
Chuckie Egg 1 or 2	2.99	Target Renegade	2.99
Classic Runner	2.99	Technocop	3.99
Classic Trainer	2.99	Tetris	2.99
Commando	2.99	Thunderblade	3.99
Continental Circus	2.99	Thundercats	2.99
County Cricket (D & H)	2.99	Top Cat	2.99
Crazy Cars	2.99	Top Gun	2.99
Crickit Master	2.99	Trap Door 1 and 2	2.99
Cup Football	2.99	Treasure Island Dizzy	2.99
Daley Thompson's Decathlon	2.99	Treble Champions	4.99
Daley Thompson's Olympic Challenge	2.99	Vigilante	3.99
Dan Dare 2	2.99	Wec Le Mans	2.99
Dizzy Panic	2.99	Wembley Greyhounds	2.99
Dominoes	2.99	Wonderboy	2.99
Double Dragon	2.99	Yes Prime Minister	2.99
Dragon Ninja	2.99	Yogi and the Greed Monster	2.99
Dragons Lair	2.99	Yogi Bear's Great Escape	2.99
Driller	2.99		
Eliminator	2.99		
Empire Strikes Back	2.99		
Euro Boss	2.99		
F-1 Tornado	2.99		
Fantasy World Dizzy	2.99		
Fast Food	2.99		
Football Champions	2.99		
Football Director	2.99		
Football Manager	2.99		
Football Manager 2	2.99		
Football Manager 2 Expansion	2.99		
The Footballer	2.99		
Forgotten Worlds	2.99		
Frank Bruno	2.99		
Fruit Machine Sim 2	2.99		
Gary Linekers Hotshots	2.99		
Gemini Wing	2.99		
Ghosts and Goblins	2.99		
Ghostsbusters	1.99		
Great Gurlanos	2.99		
Gyzo	2.99		
Head Over Heels	2.99		
Hong Kong Phooey	2.99		
Ikan Warrior	2.99		
International Football	2.99		
International Manager	2.99		
International Karate +	2.99		
Jack the Nipper 2	2.99		
Jaws	2.99		
Jocky Wilson's Darts Compendium	3.99		
Kenny Dalglish Soccer Manager	2.99		
Kentucky Racing	2.99		
Kick Off	2.99		
Kwik Snax	2.99		
Licence to Kill	2.99		
Little Puff	2.99		
Lop Ears	2.99		
Macadam Bumper (Pinball)	2.99		
Magicaland Dizzy	2.99		
The Manager	2.99		
Manic Miner	2.99		
Matchday 1 or 2	2.99		
Matchpoint	2.99		
Mercenary	2.99		
MIG 99	2.99		
Mike Reid's Pop Quiz	2.99		
Mini Office	2.99		
Motorcycle 500	2.99		
Nemesis	2.99		
Nigel Mansell Grand Prix	2.99		
On the Beach	2.99		
Operation Wolf	2.99		
Outrun	3.99		
Paperboy	2.99		
Passing Shot Tennis	2.99		
Popeye 2	2.99		
Postman Pat	1.99		
Pro Golf (Codemasters)	2.99		
Rub Games	2.99		
Rub Trivia	2.99		
Quattro Adventure	2.99		
Quattro Arcade	2.99		
Quattro Combat	2.99		
Quattro Power	2.99		
Quattro Racers	2.99		
Quattro Sports	2.99		
Question of Sport	2.99		
R-Type	2.99		
Rambo 3	2.99		
Rastan	2.99		
Real Ghostbusters	2.99		

## COMPILATIONS

**POWER UP**  
Rainbow Island,  
Altered Beast,  
Turrican,  
X-Out and Chase H.Q.  
Cass £10.99

**WINNING TEAM**  
A.P.B., KLAX, Vindicators,  
Cyberball & Escape Planet  
of the Robot Monsters  
Cass £10.99 Disk £13.99

**SYSTEM 3  
COMPILATION**  
Myth, Vendetta,  
Tusker, I.K.+  
Cass £10.99 Disk £13.99

**COIN OP HITS 2**  
Ghouls and Ghosts,  
Vigilante, Hammerfist,  
Ninja Spirit &  
Dynasty Wars  
Cass £10.99 Disk £13.99

**COIN OP HITS**  
Outrun, Thunderblade,  
Road Blasters,  
Spy Hunter & Bionic  
Commando. Cass £5.50

**GIANTS**  
Rolling Thunder, Gauntlet  
2, 720, Outrun &  
California Games  
Cass £5.50

**KIXX MULTIMIX 1**  
Leaderboard, Leaderboard  
Tournament & World  
Class Leaderboard  
Cass £4.99

**MULTIMIX 2**  
Beach Head 1 and 2  
& Raid over Moscow  
Cass £7.50

**DIZZY COLLECTION**  
Dizzy, Fast Food, Fantasy  
World Dizzy, Treasure  
Island Dizzy  
& Magic Land Dizzy  
Cass £7.50

**FIST OF FURY**  
Double Dragon 2, Shinobi,  
Dynamite Dux,  
& Ninja Warriors.  
Cass £10.99

**CHALLENGERS**  
Fighter Bomber, Pro  
Tennis Tour, Kick Off,  
Stunt Car Racer  
& Super Ski  
Cass £10.99 Disk £13.99

**SOCCER MANIA**  
Football Manager 2,  
Microprose Soccer,  
Football Manager World  
Cup Edition & Gazza's  
Super Soccer  
Cass £10.99 Disk £11.99

**SOCCER SQUAD**  
Footballer of the Year, Roy of the  
Rovers, Gary Linekers Superskills &  
Superstar Soccer  
Disk only £5.50

**HOLLYWOOD  
COLLECTION**  
Robocop, Indiana Jones Last Crusade,  
Batman the Movie & Ghostbusters 2  
Cass £12.99 Disk £13.99

**WHEELS OF FIRE**  
Hard Drivin', Chase H.Q.,  
Powerdrift & Turbo Outrun  
Cass £10.99

**SEGA MASTER MIX**  
Super Wonderboy, Dynamite Dux,  
Crackdown, Turbo Outrun  
& Enduro Racer  
Cass £11.99 Disk £17.50

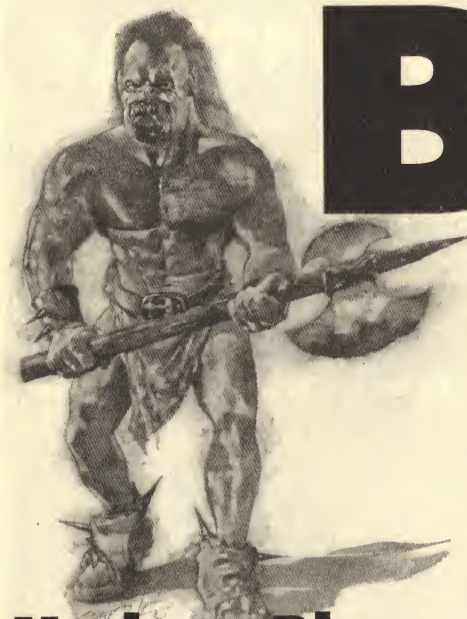
**PLATINUM**  
Strider, Ghouls and Ghosts,  
Black Tiger,  
Forgotten Worlds & L.E.D. Storm  
Cass £10.99 Disk £13.99

**KARATE ACE**  
Way of the Exploding Fist,  
Bruce Lee, Kung Fu Master, Avenger,  
UCHI MATA, Samurai Trilogy  
& Way of the Tiger  
Cass £5.50

**ORDER FORM AND INFORMATION**  
All orders sent FIRST CLASS subject to availability. Just fill in the  
coupon and send it to: **Software City**  
Unit 4, BDC, 21 Temple Street, Wolverhampton WV2 4AN.

**ORDER FORM (Block Capitals)**

Name .....		
Address .....		
Postcode ..... Tel No .....		
Name of game	Computer	Value
Postage		
TOTAL		
POSTAGE RATES - Please add 50p for post and packaging on all orders under £5. EEC countries add £1 per item. Non EEC Countries add £2.50 per item Paying By Cheque - Cheques payable to Software City		
CARD TYPE	EXPIRY DATE	AA70
SIGNATURE		
DATE		



## Yarkon Blues

£2 cassette, £4 disk @ Joan  
Pancott, WoW Software, 78  
Radipole Lane, Weymouth,  
Dorset DT4 9RS.

**A** long time ago (tea-time last  
Wednesday to be precise!) in a  
galaxy far, far away...

Thus opens *Yarkon Blues*, the latest game  
from Joan Pancott HPilg's WoW Software and  
the first for new author Jason Davis. The Balg  
saw this game first many months ago when  
Jason sent it in to be reviewed but it really  
wasn't up to standard - it hadn't been  
playtested and it showed! Since then Jason has,  
with the help of Lorna Patterson, polished this  
dull rock of a game into a little gem.

You play the part of Rik McQuick, hero and  
all round good guy, who is relaxing on his cargo  
ship, Odour Eater II sampling the ship's cargo  
(Alurian Old McSpewans Spirit) when a stray  
empty can, thrown by Rik, hits the autopilot and  
the ship veers towards a small blue-yellow  
planet (called Yarkon). Next thing poor Rik  
knows, the planet's old missile defence system,

**"...you must somehow  
escape from the planet  
Yarkon. No problem for  
someone who is such a  
hero..."**

which has been dormant for years, launches  
against Odour Eater II and our fearless hero.

Luckily, Rik, not being that fearless, jumps  
into an escape pod and lands on the planet,  
soon to be followed by the smouldering wreck-  
age of his ship crashing through the sky. As  
courageous, intelligent and mega-handsome  
(and not very modest!) Rik, you must somehow  
escape from the planet Yarkon. No problem for  
someone who is such a hero...

Enough of the scenario - what's the game  
like? 'Good' is the answer. 60 locations in size, it  
has strong (and sometimes quite difficult) puz-

# Balrog

**The Balrog arises from his hide-out ponder-  
ing the answer to the oft-asked question  
'Who killed Laura Palmer?' as well as bringing  
all the usual adventure news and reviews...**

zles. Yarkon is also ruthlessly filled with red  
herrings - one in particular threw the Balg.  
During the game I came across a fish which was  
described as a red herring, however, thinking I  
knew the game's quirky humour I spent ages  
trying to find a use for the fish only later to find  
that it was indeed a red herring!

Yarkon Blues is a GACed game with average  
graphics and oodles of humour. The strong  
atmosphere and puzzles make the game - the

Balg hopes to see Rik McQuick again and looks  
forward to seeing *Smirking Horror* and *2001: A  
Space Oddity* - Jason Davis' next two games.  
Well worth buying.

ATMOSPHERE	66%
INTERACTION	64%
CHALLENGE	60%
OVERALL	69%

## News...News...News...News...News...News...

### Adventurers Club to close

Sad news for all adventurers - Henry Mueller's  
veteran Adventurers Club is to be wound up.  
The news only came in at the last moment, so  
I'll have to bring you all the details next time.

### Recreation Re-creation's new releases

Mentioned last month, Recreation Re-creation  
is the name of a new company created by  
Mark Eltringham to market some of the many  
games that are being released at the moment.  
Mark tells me that he got the name  
'Recreation Re-creation' from an some old  
song he heard playing on the radio! Anyway,  
Mark has a further four games to add to his  
growing list, all of them created using GAC.

**Ichor:** According to Mark, this game whisks  
you away to another world where you have to  
do something with a donkey and some coffee  
(?!). Any more, I'm not too sure of! Price is £2  
tape, £4 disk.

**Key to Paradox:** A Charles Sharpe adven-  
ture set in another dimension - the Land of  
Paradox. £2 tape, £4 disk.

**Detective & Crown Jewels:** A double  
adventure pack, both games written by Alex  
Gough. *Detective* has you searching for a  
traitor before the traitor can destroy your  
country with a Doomsday Device. *Crown  
Jewels* has you looking for the three gems  
missing from the new king's (you) crown. £3  
tape, £5 disk.

Mark is planning on personalising each game,  
so when you order a game from him please  
mention your first name and your birthday so  
that he can include them in the game!

### Adventure list

Mark Eltringham has now finished compiling  
his list of every adventure game ever released  
on the Amstrad. If you are interested, send an  
SAE and a blank disk to Mark at 39 Gargle  
Hill, Thorpe St. Andrew, Norwich, Norfolk  
NR1 0XX. Congratulations, Mark, it will be  
very useful to many adventurers.

### Beginners Guide re-released

Atlas Adventure Software has re-published *A  
Beginners' Guide to Adventures* (reviewed in  
AA65) following a few (minor) corrections and  
additional new illustrations. Mandy Rodrigues  
HBalg has offered Balrog readers 50p off the  
£3 price - at only £2.50 the book is now even  
more of a bargain! If you want a copy, send  
Mandy the coupon below with the money.

### Warning!

It has been brought to my attention that some  
people are copying other people's adventures  
and then reselling them as Public Domain.  
Please, please, please make sure if you run a  
PD Library that the software you have in that  
library is all PD - otherwise you could get  
yourself in serious legal trouble!

Please send me copy/ies of  
*A Beginners Guide to Adventures*  
at £2.50 per copy. \*

Name: \_\_\_\_\_  
Address: \_\_\_\_\_

Send the coupon to:  
\*Atlas Adventure Software, 67 Lloyd  
Street, Llandudno, Gwynedd LL30 2YP.



## Fantasy Power

£10 tape, £15 disk • 8 cloc  
des Saules, 1950 Kraainem,  
Belgium.

**'W**elcome to a new age in computer science... introducing a new generation of interactive role-playing...

Hmm... really? A new age in computer science?! *Fantasy Power* is an adventure creator specifically written for creating role-playing games. Written in BASIC by someone called GFP, it has all the statistics you associate with an RPG - status, strength, agility, intelligence, battle skill, looks, armour, level and ZAP points.

The question is - can you write the next *Bard's Tale* using this? Well... not really!

*Fantasy Power* comes in four sections - The Shop, Monster Compendium, Designer and *Fantasy Power* itself - taking up both sides of the disk. There are pages of documentation but the Balrog still didn't feel that enough had been included. A walk-through introduction would have helped a lot.

The version I received was pre-production and hence had quite a few spelling and punctuation mistakes which will be removed from the final version. However, the pre-production copy had more serious bugs than just slight spelling mistakes. *Fantasy Power* is very easy to crash, and when playing the demos with four characters there seemed to be a bug that meant that I had a fifth invisible super-character on my side which made fights rather one sided.

Another annoying part of *Fantasy Power* is the amount of disk flipping. Although there is not much actual flipping over of the disk, when the utility wants to access a file from the opposite side it just tries to load it... and then gives the 'File not found' message.

One plus point for the utility is that the author has offered to code special features onto *Fantasy Power* at no extra cost.

*Fantasy Power* is a prime example of a utility that just has not been tested enough before sending for review - save your money for something else.

## The Bards Tale Club - penultimate episode

**O**ver the past year and a half the Balrog has been running a feature for one of the biggest and best games on the Amstrad, *The Bard's Tale*. Now, all the knowledge gleaned from the many people who wrote in has been combined to provide THE complete playing guide.

Thanks to: Keir Ritchie, Will Shakespeare (?), Adrian Forbes, Stuart Whyte, Steve Fox, Andrew Wright, Adrian Lewis, Simon Avery and everyone else who I've missed out!

### Traps

Most traps just cause damage or poison you, but the more dangerous ones can actually cause members of your party to go insane or become

## BALROG'S POSTBAG

The Balrog's postbag was bulging this month but I'm still hungry for more! If you have any comments concerning adventures, the Balrog column, how you always know somebody who gets their copy of *Amstrad Action* before you (!) or any suggestions on how to improve the column, write them down and send them to The Balrog at the usual address. Please do not write to the Balrog asking if he knows where to get such-and-such a game. I cannot print these requests and I won't be able to help.

### Searching for a Bard

When I first started reading AA I saw it said *Bard's Tale* Club. Since then I have seen that and wondered where to get it from. I have been to most computer shops with games but I could not find it. Please tell me where I can purchase it?

Anthony Completely-unrecognisable-sur-name-that-could-be-'Auagnostopoulos'!

You should be able to get *Bard's Tale* from the maker, Electronic Arts, at Langley Business Centre, 11-49 Station Road, Langley, Near Slough, Berkshire SL3 8YN. Tel: 0753 49442. Failing that, try 1st Choice Software, Tel: 0706 372728.

### Balrog Club?

Balrog, I think you should start a membership club with things like a wallet, key-ring, badges, stickers, membership card, a signed photo of yourself and a newsletter.

The newsletter could come out every three months telling members about new software, help pages, tips and pokes. It should cost in the region of £1-3 or maybe more.

Please, Please, Please think about it.

Ian Blackmore

Are you serious? Next people will be suggesting car stickers with 'Balrogs do it on bridges' inscribed upon it!

The newsletter is a nice idea - but what do you think the Balrog column is for?! Anybody who reads the Balrog column is an automatic member of the 'Balrog club' and can read about the new software, help pages, tips and pokes every month!

### PAWs for thought...

Recently I purchased PAW from Gilsoft and I am having a little teething trouble with it. Being new to the adventure writing scene, I am having trouble deciphering the two manuals. I would welcome your advice on the subject. Do you think I should persevere with PAW, and if so is there anyone out there who is familiar with it who is willing to give me some help or should I swap/sell it and get ADLAN instead?

I bought PAW mainly because of its ability to recognise nine words in response. How many does ADLAN recognise? Is ADLAN available on disk for the 464 or will I need to get a ROM board.

D.C. Powell

PAW is a complicated beast but the manuals are a lot more friendly than ADLAN's! I'd persevere - just follow the introduction manual carefully and look at TICKET.SCE and there should (in theory!) be no problems!

If you are still having trouble, Ken Bond HBalg offers help with PAW - call him on (0532) 672278 and I'm sure he'll be happy to help. Chris Hester's magazine Adventure Coder also has a regular PAW column so you might try there as well. The address to write to is: 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD. Stick with it and good luck!

As to your second point, Bob Adams, who wrote the ADLAN review for AA, informs me that it is as flexible as PAW in recognising input. ADLAN is available on ROM only, though, and to use it you do need a disk drive as well.

**Teleporter** - Detected by a flash and change of surroundings

**Direction Confuser** - Twirls you round to a random point on the compass.

**Anti-magic** - Dispel all spells (such as MACO etc.)

### General tips

When you have a wand or some other magic device, continue to use it until the Old Man appears - he is by far the best monster to fight on your side.

You can use the cursor keys to increase or decrease the speed of a fight - very useful when you've just MIBled 396 berserkers!

The dark ring has no purpose at all so ditch

### 'Special' Effects in Dungeon

As long as you are aware of all the various 'special' effects that can happen to you in a dungeon, you shouldn't (in theory!) get confused by darkness or a teleporter.

**Darkness** - Extinguishes all lights

# Clue Sniffing with the Balrog

**H**ave you noticed the Cluepot is looking a bit bare again this issue? That's because the Balg is running out of clues! So crank up your clue factories and send your hints and tips to the usual address.

Thanks this month go out to those brave adventurers Chris Daniel (Devon), Christian Aldridge (Essex), Simon "Aragorn" Netherwood (Rastrick), Stuart Whyte (Altrincham) and R Melody (Purley).

### Heavy on the Magick

To pass the fountain in the rook of Hydra west from the Grimoire type "Water, fall". It will lower itself and you can pass.

### Ingrid's Back - Part 2

When in lower warren tell Flopsy to go up and then pull roots.  
Pull brake and push lever when in mill. Tell Flopsy to wait 3 then pull lever. Go down, out and then tie the hook to the troll who is following you.

### Island

To get across chasm: Drop all except lamp, jump north, get rope, jump south.  
To unlock chest: Tie rope to rung, Dx2, get key.  
To get through desert: N, NE, NW, S, SE, NW, NE.

### Lords of Chaos

On scenario three burn the floor to fly out. Fly SW to room with a glowing teleport at each corner.

## CONTACTING THE BALG

The Balg is desperate for new contributions to the Cluepot and Just for Laughs sections - to get in contact with him, write to The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, AVON BA1 2AP or balrog@uk.ac.ed.cs.tardis if you have E-mail.

As to the answer to 'Who killed Laura Palmer?' - The Balrog ate her of course!

### Redhawk (especially for Chris Morgan)

Wear the wellies on meeting Fusor.  
Throw the magnet at Techno.  
There are four train stations.

## Help!

Simon Avery is flumoxed by a whole dungeon full of games:-

### Bored of the Rings Part 3

How to open box/unlock door and how to cross the fissure.

### Never Ending Story

Where is the small knife?

### Warlord

He is still waiting for the Roman to hit him.

### Atalan

He can't find anything to tie bamboo to make a vault, near end (90%)

### Redhawk

Chris Morgan is well and truly stumped (great envelope by the way Chris - liked the art!)-

How do I find the bomb in the power station?  
What do I do with the book when I have it?  
How do I get out of the sewers?  
How do I get the librarians to tell me something? I ask, he walks, comes back and tells me nothing.

it for the 100 gp you get for them.

A useful tip is to save the game as frequently as possible and enter dungeons for hit and run attacks to raise experience quickly.

## CHEAT MODES

There are two major methods of cheating in *Bard's Tale* without using a poke, although the second is disk only:

1. Create your character with a bard. Don't buy anything, just exit the guild and pool your gold then give it all to character 1. Enter guild and save, then load the merger as instructions. Now load your party into it seven times, renaming characters in parties #2-#7 to #1-#36, then delete those who don't have cash which leaves party 1 and numbers #1, #7, #13 and so on. Create a

party with these numbers and pool the gold again. Keep doing this until you have load sagold. Then just save your party and you have six very rich people! Also try pooling the fire horn many times as it is a VERY useful item.

2. Follow the tips below:

Back up your disk.  
Using the backup, rename all the dungeon files \$\$ !& etc to another dungeon file and then save catalogue. You will have to use a disk utility to do this.

The filenames have now all been swapped around so that when you enter the Castle you will enter the Tower instead or some other dungeon.

The conclusion to the *Bard's Tale* Club and the full solution will be printed next issue...

AA

## Just for Laughs

Contributions desperately needed for *Just for Laughs*! This month's selection is thanks to Simon "Aragorn" Netherwood from Rastrick.

### Arnold Blackwood Games

Try being foul-mouthed.

### Boggit

Don't give the aliens the Barkenstone in part 3.

### Lost Phirious - part 1

Swear twice.  
Approach robot without wearing fig leaf.

### Lurking Horror

Try showing the hand or the stone to the hacker.



## A Small Selection From Our Warehouse

Amsoft 3" disks box 10 + free disk box £14.95 + £2.35  
Disk box while stocks last!

Multiface 2.....£45.23 + £1.18  
Multiface 2 for CPC Plus (MF-2E).....£47.95 + £1.18

DK 64K Ram expansion, 464 only.....	49.99	38.99	C
FD-1, Second 3" disk drive (6128 required DL-2 cable).....	99.95	49.95	C
DDI-1, 464 First 3" disk drive.....	159.97		B
6128 CP/M Plus System Disk.....	22.34	16.75	E
3.50" DS/DD Wabash/Verbatim Bulk + Labels.....Box 10		4.25	E
CPC Centronics Printer Lead.....	14.95	7.48	B
CPC To Video Lead, State BNC or Phono Plug.....	9.95	6.99	F
Amstrad Screen Designer, Disk.....	49.00	2.75	D
Amstrad Decision Maker, Disk.....	49.00	3.50	D
Expansion Port Adaptor for CPC 464/6128 plus machines (WIDGET) ..	14.95	9.95	E
Amstrad DMP2000/2160/3000/3160/3250 Ribbon.....Pkt 2	11.90	3.80	F
Advanced Art Studio, CPC disk (requires 128K memory).....	22.95	16.07	E
40025, 464 Upgrade ROM.....		24.50	E
The Amstrad 12 Pack, 12 games on cassette for the CPC464+..		3.99	E

### PP5 BUSINESS PROMOTION PACK £119 Saving

3 x Blank disks	£4.49
Business Program	£49.00
6 Games	£59.70
Joystick	£14.95
	£128.14
Discount	£119.19
Total Price	£8.95 + £4.70 p&p

All prices correct at time of going to press!  
**OFFERS WHILE STOCKS LAST**

### COMPUTERS NOW IN STOCK

All subject to availability	RRP	WAVE
CPC 6128 & Green Monitor + Joystick + 17 games on disk...	299.99	249.00
CPC 6128 & Colour Monitor + Joystick + 17 games on disk...	399.99	339.00

## EX-SOFTWARE HOUSE 3" DISKS

Pkt 10  
RRP £29.90  
Special £9.95 + £1.18 p&p

## AMSOFT 3" DISKS BOX OF 10 ONLY £14.95 + £2.35 p&p

All Amsoft 3" disks come with free disk box while stocks last!

AMSTRAD CPC 6128 COMPUTERS TO CLEAR APX.200  
6128 WITH GREEN SCREEN MONITOR  
NO MANUAL  
with 17 free games  
**only £149.95**

Delivery 3 day £10.58. Next day £14.10

The only catch is, apx 8 symbol keys are in spanish on the keyboard & screen, but this will not affect the overall running of the machine, all software will work  
Call for advice if needed!

WAVE PRESENTS ENVIRONMENTALLY FRIENDLY PRICE LISTS

OUR CURRENT PRICE LIST RUNS TO OVER 28 PAGES! AND BECAUSE OF THE AMOUNT OF REQUESTS FOR OUR PRICE LISTS WE ARE DESTROYING TREES AT A MAMMOTH RATE SO A TECHNICAL BOD HAS TRANSFERRED OUR PRICE LIST TO A THREE INCH DISK! AND WILL COST YOU ONLY **£2.26**  
YOU CAN USE THE DISK WHEN FINISHED AS A BLANK!

For people who have no disk drive send 5 x 22p stamps for a printed version  
(Allow 14 days for delivery)

Eng. Mainland post & ins: (A) £5.88 (B) £4.70 (C) £3.53 (D) £2.35 (E) £1.18  
(F) 59p (ANC) 3 Day £10.35 Next day £13.80. COD + £2.30. Max UK post chg.  
£8.05 per 20Kg/£500. **ALL PRICES INCLUDE VAT.** All sales subject to our Trade  
Terms of Trading. **W.A.V.E.** (Trade dept. AA 9107) Walney Audio Visual &  
Electrical Distribution, 1 Buccleuch Street, Barrow-In-Furness, Cumbria, LA14 1SR  
Tel: 0229-870000 (6 lines) Hours: Mon-Fri 10.00-5.00

## ACTION TEST

● Omygosh!! Lone Wolf gets his ass kicked...literally. His evil reflection gives him a sharp kick in the botty, but with a quick turn you can dispatch the fiend.



**T**here's this bloke, right, and he's dead hard. He's got a big sword and he comes from a land where vowels have been virtually outlawed. So all the places have names like, Gzarwarr and F'gnitchalon. All the people have names like Gwarrnarr and Gstaklarr.

His name is Lone Wolf, star of Joe Dever's role-playing books, and he has the most normal name on the planet. He has mastered the fight-

lem are ugly little crows who fly around, knocking you off ladders and platforms.

As you climb, you will come across various obstacles. These include fire-spitting statues, huge fire-spitting Grim Reapers and little flying shuriken. These will seriously deplete your energy if they happen to strike you and are often difficult to avoid.

An irritating aspect of gameplay is the tediously slow rate of movement. Jerking forward like a

# LONE WOLF

## AUDIOGENIC ■ £10.99 cass, £14.99 disk

ing arts and now spends all his weekends in the garage, tinkering with magic and sorcery. Just when he's getting quite good, a very nasty group of evil magicians decide to try and destroy the world again. This time using an evil demon who lives in a mirror.

Lone Wolf discovers that the mirror has been broken into seven fragments. Each fragment has become a smaller part of the demon. These mini-demons must be destroyed. Only Lone Wolf is cool enough to do it. However, all of the seven mini-demons are hidden in their own goon-infested towers.

Lone Wolf has to make his way to the end of each tower and destroy the nasty demon, who is a reflection of Lone Wolf's own dark side and just as skilled in combat as he is.

Lone Wolf, being a typical Barbarian magician, is equipped with a sword and a plethora of magical tricks 'n' tactics. Rippling muscles and fiery magic won't be enough, though - jumping and leaping skills are also called for.

Basically, *Lone Wolf* is a platform arcade adventure with a hint of hack 'n' slash thrown in for good measure. The hero moves from screen to screen, avoiding or destroying the various baddies he encounters. Actually, the baddies don't vary too much. Your main prob-

particularly lethargic slug, the Lone Wolf sprite is hardly a sight to inspire knee-trembling excitement.

And when climbing ladders, be very careful that the only direction you push is straight up. Even the slightest hint of a diagonal will send you tumbling to the very bottom of the ladder, which could be two or three screens away... very frustrating.

The graphics are very dull, bland platforms and dodgy sprites. The backgrounds are extraordinarily uninteresting. Just the odd bit of brickwork here and there, and little in the way of atmosphere or style.

The fighting sections are reasonable, but again the sluggish animation spoils things. The two fighters look identical in all but colour.

This fact is loosely explained in the plot, but the more cynical among you might have other ideas...

The range of moves is quiet extensive, with a variety of sword moves, kicks and punches. The various magical abilities can be called into play at this

point, but your opponent can also make use of these. It is most annoying when the dude you are fighting suddenly vanishes, reappearing behind you with a nasty sword move.



● Lone Wolf scales the sacred ladder of Gzarwarr. Those statues on the left spit fire and should probably be avoided.



● Incredible warrior king, dark magician and barbarian killer...so why is he crying like a big wet sissy?

The sound is reasonable, with a nice opening tune and some neat spot effects. This is the game's only saving grace, however, and the action is much too sluggish and repetitive for any lasting interest.

*Lone Wolf* is a waste of a licence with very few saving graces and little in the way of lasting appeal. Avoid.

Fink O'Emmrrr

### FIRST DAY TARGET SCORE

Beat the first two guardians

## LONE WOLF VERDICT

**GRAPHICS..... 51%**  
Drab sprites, dull backgrounds and slow animation, no real appeal whatsoever.

**SONICS..... 70%**  
Nice spot effects and a decent intro tune, it's a fun sounding game...

**GRAB FACTOR..... 41%**  
Oh dear, it's far too slow to garner even a hint of real interest.

**STAYING POWER... 40%**  
Very "samey" gameplay and poor graphics make this ultimately resistable.

**RATING 42%**

The 'free' book gives this game a little VFM, but not enough to justify the price.

## THE ROMANTIC ROBOT SOLUTION!



LIFE WITHOUT DIRECTION

REBEL WITHOUT A CAUSE



A CPC WITHOUT A MULTIFACE



**A CPC without a MULTIFACE TWO? What a glorious waste of time.**  
If you use a CPC without a Multiface, you're wasting time.  
Loading programs always from the start instead of continuing from where you stopped last time, not being able to make crucial back-ups whenever you need to, not having a chance to customize programs or just poke infinite lives - what a waste!  
**MULTIFACE is to CPC what wheels are to cars - the ESSENTIAL ADD-ON!**  
Its **MAGIC** button lets you **FREEZE** a program ANY time - just have a break and continue later, or **SAVE**, switch off, and **reload** to continue later. Saving is **FULLY** automatic, all is menu-driven with on-screen instructions, error reports - **SO EASY!**  
You can also **study/modify** programs with the built-in **MULTI-TOOLKIT** - Invaluable!  
If you wish to make your computing easy, fast, safe and a joy - **get a MULTIFACE!**

You MUST NOT use any of these products to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is **ILLEGAL!**

## The puzzle's over! MULTIFACE - the CPC's missing link!

Also available: **INSIDER** - By residing **OUTSIDE** CPC - in a **MULTIFACE** - it can look **INSIDE** and disassemble ANY running program  
Please send a **RODOS** - A ROM that changes CPC into a professional system  
SAE for details

**Hurry to get BIG DISCOUNTS**

MULTIFACE 2 for CPC 464/6128 ☐ £47.95 **£37.95** or for CPC+ ☐ £49.95 **£44.95**  
I order  
RODOS ☐ £29.95 **£19.95** RODOS XTRA ☐ £9.95 **£6.95** INSIDER ☐ £14.95 **£9.95**

**PLUS P&P per EACH item: UK £1, Europe £2, Overseas £3.**

I enclose a cheque/PO/cash for £..... or debit my Access/Visa No.  Card Exp.....

Name/address.....

The above reduced prices apply strictly only to MAIL ORDERS received by 15.7.91

ROMANTIC ROBOT LTD 54 Deanscroft Ave, London NW9 8EN 24 hrs 081-200 8870 **AA**



# ACTION TEST

## EUROPEAN SUPERLEAGUE

CDS ■ £9.99 cass, £14.99 disk



**W**hat could be more exciting than kicking a football around on a Saturday afternoon? The thrill of scoring, the elation of winning. What could be more thrilling?

How about managing the finances and training of the club? Hmm. Doesn't sound particularly astounding does it? Thing is, football management games have been an incredible success over the years. Contrary to all the rules of computer gaming, performing tedious administrative chores is a hit!

You keep a diary of all your tasks for the week. If you fail to perform any of these then you could affect the moral of the team. Team moral is just a small problem however, your main worry is the club chairman. Fail to please him and you could be picking up your briefcase for the last time.

The game uses an icon-driven menu system, the main section being your office. From here, you can move the pointer to any part of the office. Choosing the diary on the desk allows you to check forthcoming appointments. The filing cabinet contains accounts information and team formation plans. From here you can decide on strategies for the next match.

The telephone is very useful, you can make or receive calls at any time. The most frequent telephone calls come from the press. They require a comment from the manager. You are given a choice of replies and must choose the one most suitable. Hint: saying the team's poor performance is the Chairman's fault is not a good idea.

You can also contact managers of other teams. When you get through you can offer to sell one of your own players or buy one of theirs. This is a good way to make a quick profit if you get into financial difficulty. Alternatively buying

only sit back and watch, fingers crossed.

The graphics throughout the game are good bordering on excellent. The whole thing has a tremendously polished feel. The control method is responsive and intuitive and is fairly self-explanatory.

The game itself is very large and very complex. The smallest action could lead to horrible consequences. You keep waiting for that summons to the chairman's office and the presentation of your P45.

Sound effects are mostly limited to the odd bleep here and there, but the phone rings in a most convincing manner: it had Adam picking up the receiver on many occasions! (Wassock)

European Superleague is an in-depth game. It'll be a long while before you lead your team to ultimate success but if this is your cup of tea it'll be fun getting there. A very impressive product and a fun game to boot... gooaaa!

Frank



### FIRST DAY TARGET SCORE

Win the first match

### EUROPEAN SUPERLEAGUE VERDICT

**GRAPHICS** ..... 84%  
Brilliantly detailed and well implemented visuals.

**SONICS** ..... 62%  
Not much, but the trimphone is completely lush.

**GRAB FACTOR** ..... 74%  
The easy control method makes the complex idea workable.

**STAYING POWER** ... 80%  
When you get the hang of it it's a big and engrossing challenge.

**RATING 75%**

European Superleague is at the top of the table when it comes to football management.



● The match has started and things are going badly. PSV Eindhoven have pulled into a one nil lead. Time to change your strategy.

one of their expensive players could be a valuable investment and boost team moral.

Training teams is also important. Deciding on the best team and play strategies is where your success hinges. If you choose a good team for the next match but a duff strategy then you could be up the creek.

The matches run entirely automatically. Displayed with lovely graphics are the foolish antics of your initially duff team. You cannot actually control the players at this point, you can

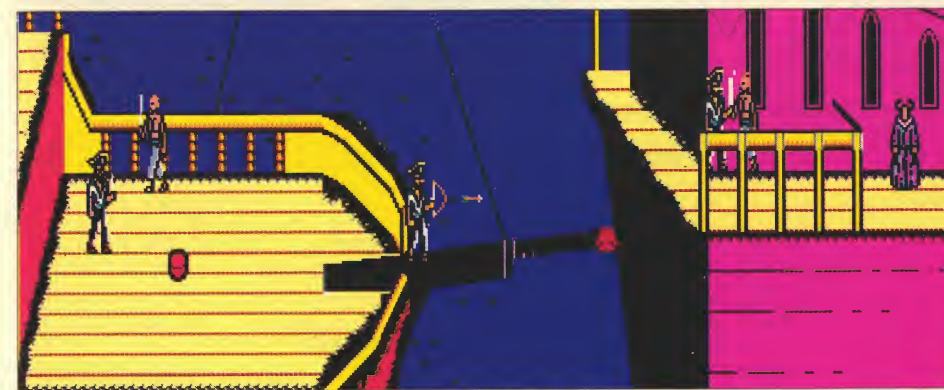
**SECOND OPINION**  
"These football management games are completely dull. Still, some people obviously like them, and European Superleague is much better presented than most."  
Adam Waring

European Superleague gives you the chance to manage some of the top teams in the sport. These include lush European teams like AC Milan and Barcelona. Thrillsville!

Your tasks include the hiring and firing of players and various other managerial chores. The object of the exercise is to take your team all the way to the top and win the European cup. But in order to do this, you have to beat seven other teams.

## SKULL & CROSSBONES

DOMARK ■ £9.99 cass, £14.99 disk



● The tiny first level is designed to get you into the game. Jump off the ship, slay a few soldiers on the way, and you've done it. The other levels start off the same way, but are considerably larger.

**S**hiver me timbers! Splice the main-brace! Walk the plank, you dirty dog! Skull and Crossbones is a tale of high adventure in the days of cut-throats, buried treasure and parrot droppings.

Domark's game concerns two pirates, One-eye and Red Dog, and their attempts to retrieve their treasure, stolen by an evil sorcerer. (Of course, they lifted the loot in the first place, but they are pirates so they're entitled to.)

One or two players can partake in this hack 'n' slash scenario, playing the part of the respective pirates. Unfortunately there's no simultaneous play, so the players have to take it in turns, swapping over when the end of a stage is reached.



● Coo-eee! Yoo-hoo! In here! The sprites are good, and there are some nice routines, but the scrolling and animation is poor.

You have to fight your way through all eight levels before confronting the sneaky sorcerer. Getting there takes you over ships, through harbours, and other such pirate-type places. Bad buccaneers block your every move, though, so you'll need to skewer them through the pancreas to get anywhere.

Slash 'em to ribbons and they drop a golden sovereign which can be collected to accumulate your

wealth. Buried treasure can also boost up your bounty, and can be found by digging under 'X's which mark the spot.

That's really what it boils down to; fighting baddies and picking up dosh. Unfortunately both are fairly tedious. Several fighting moves have been implemented, promising much to master. In practice, though, it's far easier to run at your enemy, slash 'im, and scarper before he can get you.

Killing all the baddies in each section is compulsory. It's easy to get past them and outrun them, but you're unable to leave the screen until all have died. What makes this particularly tiresome is that on screens where there are more than one baddie, only one is active at any time.



● That soldier needs to be killed before you're allowed to leave the screen. Those 'X' shaped bones hide some buried bread.

You have to wait patiently, killing them one by one, till you've run your cutlass through the lot. Picking treasure is simply a case of lining yourself up with it precisely and running over it.

Each level is split into sub-sections which scroll in one direction (you can't go back on yourself). The next section is reached by collecting a red token that only appears when everyone else has been killed.

**SECOND OPINION**  
"Skull and Crossbones seems initially impressive, with colourful graphics and beefy music, but the action is unbelievably dull and interest soon wanes."  
Frank O'Connor



The graphics are quite cute. The sprites are well defined and look like pirates, the backgrounds look like ships or buildings. Everything looks fine - till things start moving. The animation is chronic and the scrolling is awful.

The music, which changes for the different scenes, is excellent. It's quite jolly and inspires adventure. There are no sound effects whatsoever, though, but you don't really miss them.

Skull & Crossbones lacks variety. The gameplay is dull, and once you've mastered the fighting technique (i.e. hit and run) it's just a case of patiently waiting for all your adversaries to appear before topping them.

It looks nice at first, but it soon becomes an incredible bore.

Adam



### FIRST DAY TARGET SCORE

Reach the fourth level

### SKULL & CROSSBONES VERDICT

**GRAPHICS** ..... 70%  
Nicely drawn but very badly animated sprites.

**SONICS** ..... 88%  
There are no spot fx, but the in-game music is excellent.

**GRAB FACTOR** ..... 60%  
Looks nice enough, and is easy enough to master.

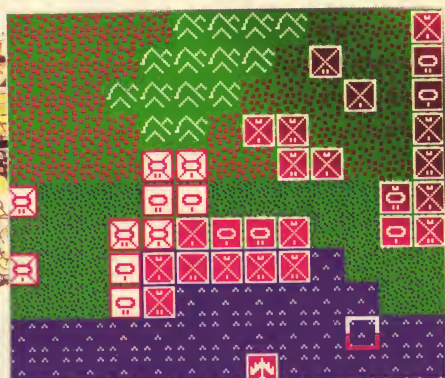
**STAYING POWER** ... 40%  
After your first couple of goes you won't want to play again.

**RATING 48%**

Skull and Crossbones is dull. Initial good impressions soon give way to tedium.



# General Military Simulator



● The main battlemap, showing Italian and American units duelling near a rather pleasant seaside resort. The Italian units are brown (and have a bombing raid coming in from over the sea).

SPM's *General Military Simulator* allows you to create your own wargames. Lt. Col. James Leach straps on his tin helmet and prepares to do battle...

● £14.95 Tape or Disk ● SPM Software, 32a Albert St, Seaham, County Durham, SR7 7LJ

Let's face it, wargames are usually written for love rather than money. Afficionados can immerse themselves in the playing and writing of these for months on end, surfacing only for food and beer, whilst others simply fail to see the attraction.

GMS, from SPM Software (the acronyms are already lending a military feel to proceedings) combines both of these pastimes; you can play the pre-set games to your heart's content or you can completely design your own battles.

The creation program is separate from the pre-set games, but both work off the same

menu-driven system. If you wish to play a pre-set, an Italian campaign and a tank war are included. All you do is choose which side you want to be (and you can play the computer or another person).

Two scales of map show you the position of all the forces (no hidden movement here), and to give orders you must access a movement menu, position a cursor over the relevant unit and access a further menu to choose the orders. It's a bit fiddly as the keys have different functions depending on what level of sub-menus you're in.

## Battle manoeuvres

Moving all your forces takes an age as you dive in an out of the various menus, but once you've done it you're able to go to your movement phase and see how your troops are faring. Then it's up to the computer or your human opponent to do the same, combat being worked out at the end of his movement phase too.

Battles occur when units are next to each other, and are worked out using Effective Strength equations (modified by quality and morale). It's a fairly simple system which works well.

## The military build-up

Undoubtedly the greatest attraction of *GMS* is the creator program. Quite simply, it allows you to set up any battle you choose, from any period in history. You start by designing the terrain, then move onto other aspects such as the icons which designate the units. A character designer is included, so with a minute or two's cursor movements you'll have the little symbol of your choice. Setting the parameters of the units is also fairly simple.

When everything's to your liking, all you have to do is SAVE it all and start to play (with exactly the same rules as the pre-sets). It's advisable to note on paper all the types (and strengths) of the units you've set up because things could get confusing in the heat of battle.

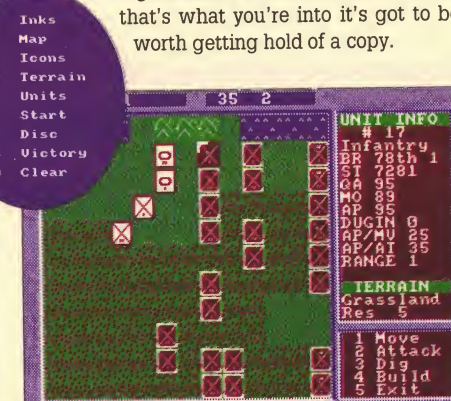
*GMS* comes with a concise yet comprehensive manual, and gives examples when anything doesn't appear obvious. To set up a battle of any considerable size takes about a hour (if you're fairly quick), and to play it takes

about the same time. So this certainly isn't a game for those wanting a quick blast of strategic warfare.

## Fighting fit

The graphics are clear, and nicely handled for such a complex game. Where the program falls down is in the finicky menu system it employs. To move your units one by one using these menus is irksome, and detracts from the otherwise quick and smooth operation of the sim. The computer is a pretty boring opponent to play, too. It only has one skill level and seems content to dig in and let you destroy yourself against its fortifications.

But once you get used to these annoyances, you can have a lot of fun with *General Military Simulator*. It's about the only detailed wargame designer there is for the CPC, and if that's what you're into it's got to be worth getting hold of a copy.



● Details of each of your units can be called up by selecting that force with the cursor (during the movement phase).

## Verdict

### Good News

- Battles limited only by your own imagination
- Smooth, fast and with good graphics for a wargame

### Bad News

- Fiddly and finicky to use
- The computer plays a cowardly game!

## Order! Order!

The menu system lets you tell your troops to carry out the following four orders:

### MOVE

Obvious, this one. Your troops travel in the direction you specify. Terrain and fatigue slows them, but they'll go as far as they can.

### ATTACK

Units will engage any adjacent enemy force. Attacking first usually gives a useful bonus as your men seize the initiative.

### DIG IN

Your men prepare for a stout defence, using the terrain to its best effect. An example is a tank unit getting into a hull-down position behind a ridge.

### BUILD

Allows construction units to build air bases, bridges and other useful structures. It's a back-up order and won't directly affect a battle.

# SPECIAL OFFER!!

NOW A GENUINE AMSTRAD DISK DRIVE & INTERFACE FOR YOUR CPC 464 AT AN AFFORDABLE PRICE!!

ONLY £89.99

COMPLETE INCLUDING COURIER DELIVERY SAVE OVER £60.00!!



FREE 6 DISKS FULL OF GAMES!!

NORMAL PRICE £14.99

YES NOW YOU CAN TURN YOUR CPC 464 / 464+\* INTO A DRIVE BASED SYSTEM WITH THIS SUPERB AMSTRAD DD1 DISK DRIVE & INTERFACE.

- SIMPLY PLUGS INTO EXPANSION PORT - NO MODIFICATION NEEDED.
- COMES COMPLETE WITH CONNECTIONS INCLUDING PSU.
- SUPPLIED WITH DR LOGO & CPM 2.2 ON DISK.
- \*ALSO AVAILABLE FOR THE NEW 464+ - PLEASE ADD £9.00 FOR ADAPTOR.
- LIMITED NUMBER AT THIS SPECIAL OFFER PRICE.
- SEND NOW FOR IMMEDIATE DELIVERY.
- PLEASE STATE WHICH COMPUTER MODEL YOU HAVE WHEN ORDERING.

## HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

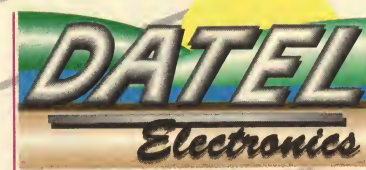
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...



**DATEL ELECTRONICS LTD.**



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324





**dktronics****64K AND 256K  
MEMORY EXPANSION**

- Simple plug in memory expansion gives instant extra memory.
- Features bank switching software for easy use by the programmer or for use as a data storage area. • Ideal for use with the CPM 2.2 etc.
- The software also features some extra BASIC commands.
- 64K unit expands 464 to 128K. The 256K unit takes your 6128 to 320K!!
- 64K unit brings 464 up to CPC 6128 memory configuration making a much larger software base available. Will work straight off with many programs designed for this unit (including OCP Art Studio - see Ad.).
- Bank switching done automatically by software (cassette 464 - disk 6128).

**ONLY £49.99 64K FOR 464**  
**ONLY £99.99**  
**256K FOR 464 OR 6128 (PLEASE STATE)**

**THE RAM MUSIC MACHINE IS PROBABLY  
THE MOST EXCITING MUSIC ADD-ON  
AVAILABLE FOR ANY COMPUTER**

**MUSIC MACHINE**

- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

**ONLY £49.99 FOR THE BEST MUSIC ADD-ON AVAILABLE  
FOR THE AMSTRAD**

**AMDRUM**

- Now you can turn your Amstrad into a real Digital Drum Machine.
- AmDrum from Cheetah Marketing is a superb plug in device that produces "real" drum sounds via its unique digital system.
- On screen menu driven drum kit makes composing drum sounds easy for anyone to do!
- Just plug the output into your Hi-Fi, cassette player, etc. and that's it - your Amstrad is a drum kit!!
- Comes complete with DrumKit Sound plus extra DrumKit and Hi-Fi Editor Program (worth £12.99)

**ONLY £14.99**

**SPEECH SYNTHESISER  
& STEREO SOUND BOOSTER**

- This easy to use Speech Synthesiser includes a powerful Stereo Amplifier and two pod speakers which are an enormous improvement on the sound supplied by the internal mono speaker.
- Speech output is monorial but directed to both speakers. Booster gives stereo to computer internal sound output.
- Using the SPO/256 Speech Chip the unit has almost infinite vocabulary.
- Text to speech software is provided in ROM to make speech output simplicity itself.
- Voicing is transparent to the user and the computer can carry on with other program tasks as necessary.



**ONLY £29.99**  
**464 OR 6128 (Please state which)**

**dktronics****LIGHTPEN/GRAPHICS  
SYSTEM**

- Complete Lightpen and graphics system lets you create a whole range of effects on screen.
- It can magnify, shrink, colour fill and create circles, rectangles, lines and curves.
- Pictures can be edited at pixel level using a scratch pad which magnifies to full screen.
- Picture storage and retrieval, and a pen calibration feature.
- Printer dump utilities for Epson/Amstrad (supplied on cassette).

**ONLY £14.99 CASSETTE**  
**OR £24.99 WITH SOFTWARE ON ROM - NOTHING TO LOAD 464 OR 6128 (Please state which)**

**HOW TO GET YOUR ORDER FAST!**

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

**DATTEL ELECTRONICS LTD.**

GOVAN ROAD, FENTON INDUSTRIAL ESTATE,  
FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

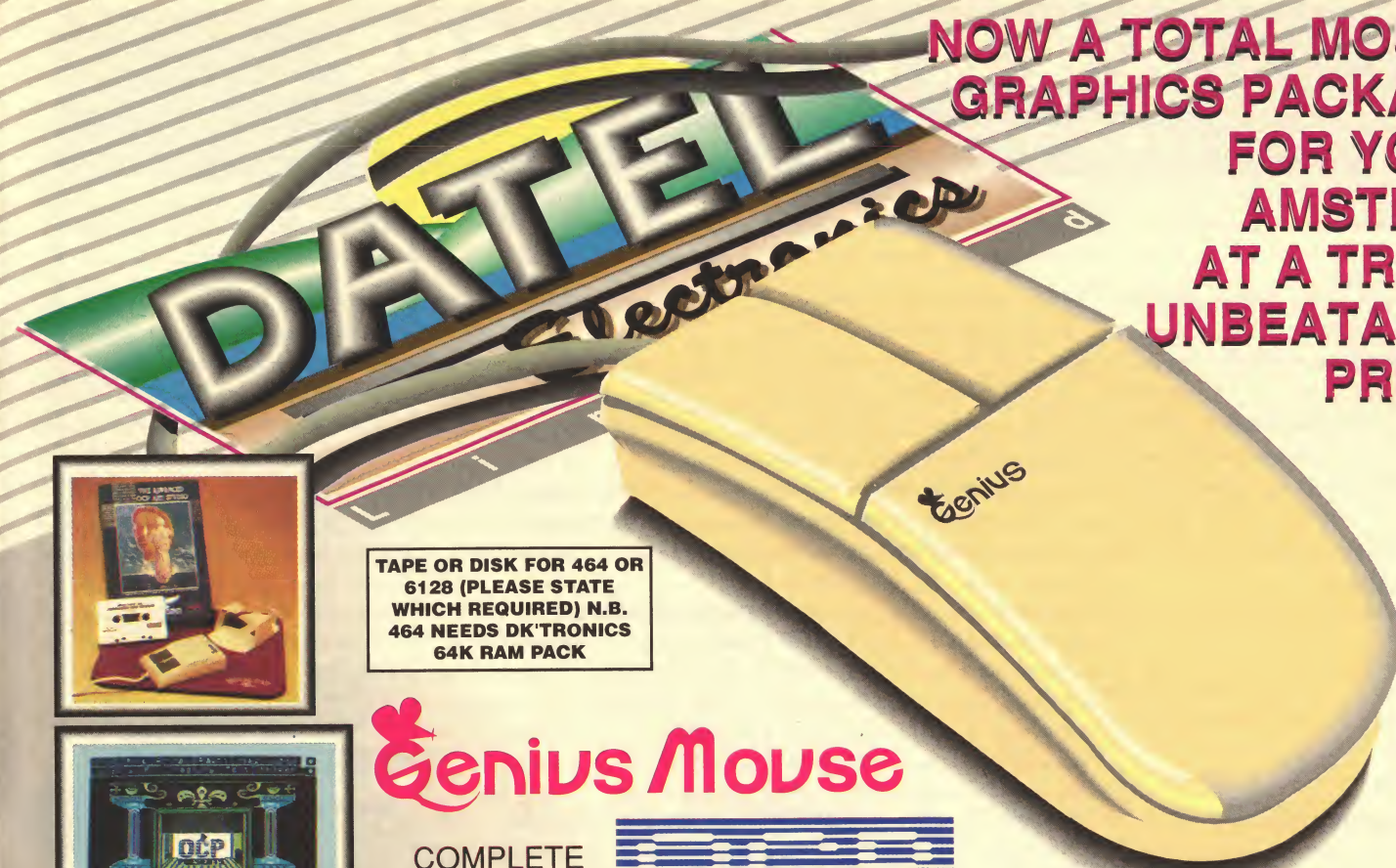
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

AMS 6

**DATTEL  
Electronics**

L i m i t e d

**NOW A TOTAL MOUSE/  
GRAPHICS PACKAGE  
FOR YOUR  
AMSTRAD  
AT A TRULY  
UNBEATABLE  
PRICE!!**



**TAPE OR DISK FOR 464 OR  
6128 (PLEASE STATE  
WHICH REQUIRED) N.B.  
464 NEEDS DK'TRONICS  
64K RAM PACK**

**Genius Mouse**

COMPLETE  
WITH



- Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode. • Full cut and paste facilities plus excellent printer support.
- Pulldown/Icon driven menus for ease of use. • Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.

**COMPLETE WITH MOUSE INTERFACE**



- The Genius Mouse Graphics System comes complete with the special Mouse Interface to allow super smooth control.
- Attractively styled to match your 464 or 6128 design and colour. Simply plugs into Expansion/Joystick port.

**ONLY  
£49.99**

**TOTAL PACKAGE  
INCLUDES GENIUS MOUSE,  
INTERFACE, OCP ADVANCED ART  
STUDIO PLUS FREE MOUSE MAT  
AND HOLDER**



**FREE!  
MOUSE MAT AND  
MOUSE HOLDER  
(WORTH £12.99)  
WITH EACH PACKAGE**

**NEW****LC 200 COLOUR PRINTER PACKAGE**

**NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!**

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy - just plug in and print!!

**PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00  
CENTRONICS PRINTER LEAD RRP £9.99  
DATTEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99  
NORMALLY £327.98  
COMPLETE PACKAGE NOW ONLY £239.00**

**COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99**

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.

**HOW TO GET YOUR ORDER FAST!**

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

**DATTEL ELECTRONICS LTD.**

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

AMS MSE 3

**DATTEL  
Electronics**

L i m i t e d



# K & M COMPUTERS

★ ★ FAST ★ ★ FRIENDLY SERVICE ★ ★

## CARTRIDGES

Operation Thunderbolt .....	23.50
Robocop 2 .....	23.50
Pro-Tennis Tour .....	23.50
Batman the Movie .....	23.50
Switchblade .....	23.50
Fire & Forget 2 .....	28.50
Crazy Cars 2 .....	28.50
Pang .....	23.50
Plotting .....	23.50
Navy Seals .....	23.50
Dick Tracy .....	28.50
Wild Streets .....	28.50

## COMPILATIONS

Dizzy Collection .....	7.75
In Crowd .....	11.75
Hollywood Collection .....	11.75
Platinum .....	11.75
Space Ace .....	4.99
Power Up .....	12.75
Flight Ace .....	4.99

## STRATEGY / SIMULATION

Battle of the Bulge .....	8.75
Crete 1941 .....	8.75
Jahangir Khan Squash .....	8.75
Gazza 2 .....	8.75
Dragons of Flame .....	8.75
Bloodwych .....	7.75
Sim City (PHONE) .....	8.75
Pirates (6128) .....	14.90
Gunship .....	11.75
Manchester United .....	7.75
Kick Off 2 .....	7.75
Subbuteo .....	7.75
Jack Nicklaus Golf (6128) .....	13.90
Ancient Battles .....	11.75
Trevor Brooking .....	7.75
F16 Combat Pilot .....	11.90

## EDUCATIONAL

Answer Back Junior .....	7.95
Fun School 3 (U5,5-7,7+) .....	9.99
Fun School 2 (U6,6-8,8+) .....	7.99
Dragon World (6128) .....	20.95
Granny's Garden (6128) .....	16.95
Three Bears (6128) .....	13.90
Magic Maths (4-8) .....	8.90
Iankey Typing Tutor (6128) .....	19.90

## MINI OFFICE 2

CASS £11.90 DISK £14.90

AMSTRAD JOYSTICK & 17 GAMES  
DISK £24.95 CASS £19.95

AMSTRAD CARTRIDGE HIRE & EXCHANGE  
PHONE OR WRITE FOR DETAILS

## ARCADE

Shadow Dancer .....	9.75
North & South .....	9.75
Bat .....	17.75
Puzznic .....	8.75
Batman the Movie .....	7.75
Rainbow Island .....	7.75
Predator 2 .....	9.75
Narco Police .....	7.75
Flimbos Quest .....	7.75
Skull & Crossbone .....	8.75
Dick Tracy .....	12.75
Narc .....	8.75
Nightshift .....	8.75
Untouchables .....	7.75
Back To The Future 3 .....	8.75
Rick Dangerous 2 .....	7.75
Lotus Esprit .....	8.75
Switchblade .....	8.75
Prince of Persia .....	7.75
Golden Axe .....	8.75
Exterminator .....	8.75
Edd The Duck .....	7.75
Total Recall .....	8.75
Shadow of the Beast .....	10.75
Line of Fire .....	8.75
Eswat .....	8.75
Nightbreed .....	8.75
Super Monaco GP .....	8.75
Ninja Turtles .....	10.75
Supercars .....	8.75
Toyota Celica .....	8.75
Loopz .....	8.75
Star Control .....	8.75
Mystical .....	8.75
Chips Challenge .....	8.75
Viz .....	8.75

## CASS DISK

Shadow Dancer .....	9.75
North & South .....	9.75
Bat .....	17.75
Puzznic .....	8.75
Batman the Movie .....	7.75
Rainbow Island .....	7.75
Predator 2 .....	9.75
Narco Police .....	7.75
Flimbos Quest .....	7.75
Skull & Crossbone .....	8.75
Dick Tracy .....	12.75
Narc .....	8.75
Nightshift .....	8.75
Untouchables .....	7.75
Back To The Future 3 .....	8.75
Rick Dangerous 2 .....	7.75
Lotus Esprit .....	8.75
Switchblade .....	8.75
Prince of Persia .....	7.75
Golden Axe .....	8.75
Exterminator .....	8.75
Edd The Duck .....	7.75
Total Recall .....	8.75
Shadow of the Beast .....	10.75
Line of Fire .....	8.75
Eswat .....	8.75
Nightbreed .....	8.75
Super Monaco GP .....	8.75
Ninja Turtles .....	10.75
Supercars .....	8.75
Toyota Celica .....	8.75
Loopz .....	8.75
Star Control .....	8.75
Mystical .....	8.75
Chips Challenge .....	8.75
Viz .....	8.75

DMP2000/2160/3160 RIBBONS  
£3.00 EACH  
£5.50 FOR 2 £13.00 FOR 5

AMSOFT 3" DISKS  
One .....£2.50

Five .....£12.00  
Ten .....£21.00

STOP PRESS .....£39.95  
MOUSE & ART .....£59.95  
STOPPRESS & MOUSE .....£69.95

3.5" DISKS  
ONLY 40p EACH

OVERSEAS PLEASE ADD £1  
PER ITEM OF SOFTWARE

## BUDGET & SPECIAL OFFER GAMES

### CASSETTES AT £2.00

Trivial Pursuit	Scrabble
Monopoly	Scalextric
Fruit Machine	Cluedo
Nomad	Hunchback
Oh Mummy	Harrier Attack
Animal V Mineral	Roland on Ropes
Hunchback 2	Roland in Time
W. S. Baseball	D. T. Supertest
Timeman 1	Galactic Plague
Xanagrams	Bridge It
Doors of Doom	Sultans Maze

### CASSETTES AT £2.50

Dizzy Panic	Magicaland Dizzy
Treasure Isl. Dizzy	Fast Food
Fantasy World Dizzy	Double Dragon
Silkworm	Tomahawk
4x4 Off Rd. Racing	Supertrux
Question of Sport	Cowboy Kidz
Buggy Boy	Lop Ears
PHM Pegasus	Bards Tale
Fernandez Must Die	Dream Warrior
Led Storm	Express Raider
Stir Crazy Bobo	Tintin on The Moon
Pro Tennis	Trapdoor 1 & 2
Lost Caves	Wizzard Willy
Mercenary	Sooty & Sweep
Track Suit Manager	Ghosts & Goblins
A.P.B.	Arctic Fox

### CASSETTES AT £3.90

Match Point	Operation Wolf
Live and Let Die	Super Hang On
Toobin	Technocop
Outrun	Vigilante
Kick Off	Stormlord 2
Strider	Running Man
Super Scramble	Sorcerors Lord
Escape Robot Mons.	U. N. Squadron
Grand Prix Master	Castle Master
Ghouls & Ghosts	4 Smash Hits
Combat School	I. K. +
Dragon Ninja	Afterburner
Gryzor	Rambo 3
Salamander	Starwars
Green Beret	Target Renegade

## DISKS

Ballbreaker .....	2.50
Arctic Antics .....	3.50
Killed U Dead .....	2.50
Strider .....	4.90
X-Out .....	4.90
Robot Monster .....	4.90
Castle Master .....	4.90
Druid .....	2.50
A. P. B. .....	4.50
Exp. Raider .....	3.50

## ACCESSORIES

K. D. S. Rombox .....	25.95
464 Keyboard Ext. Leads .....	6.99
6128 Keyboard Ext. Leads .....	7.99
464 Cover Set Col/Mono .....	8.00
6128 Cover Set Col/Mono .....	8.00
DMP 2160/3160 Cover .....	4.50
DDI-1/FDI Dust Cover .....	3.50
3" Drive Cleaner .....	4.99
Multiface 2+ (CPC) .....	44.95
Cassette Player & Lds. .....	24.99
6128 Cassette Leads .....	3.50
Lockable 3" Disk Box .....	8.99
Multiface 2 (PLUS) .....	47.95
Printer Stand .....	10.99
Ribbon Re-Ink .....	12.95
Plus dust cover set .....	12.50
6128 Plus Exp Adaptor .....	14.95
Turntable Monitor Stand .....	15.95
Printer Lead .....	9.99
Computer Desks .....	24.95

## BUSINESS/UTILITIES

Advanced Art Studio .....	19.99
Tasword 6128 .....	22.95
Masterfile 3 .....	32.95
Mastercalc 128 .....	28.95
Qualitas + V2 .....	13.90
Miraprint .....	22.95
Miracopy .....	11.95
Qualitas Font Pack .....	13.95
Money Manager CPC .....	24.95
Sprites Alive .....	19.99
Sprites Alive Comp .....	27.99
Protext .....	19.90

## HARDWARE

Star LC10 Printer .....	179.00
Amiga Promo .....	329.00
Amiga Screen Gems .....	379.00
Amiga S. Gems 1 Meg .....	399.00
DDI-1 Disk Drive .....	159.95
FD1 Second Drive .....	99.95

## JOYSTICKS

Mantaray .....	15.95
Stringray .....	15.95
Jetfighter .....	14.95
Superboard .....	19.99
Ergostick .....	17.75
Pro 5000 .....	13.95
Turbo 3 .....	9.99
Amstrad JY2 .....	9.99
Megaboard .....	24.50

ALL ITEMS ARE  
SUBJECT TO  
AVAILABILITY

PHONE  
0695 29046/50673



Prop. K. Fairhurst

CHEAT MODE

# Cheat Mode

**A**re you stuck on your favourite game? Could you use some help? This is the place! Every month, AA's champion of cheating, Phil Howard, assembles all the best hints, tips, pokes, maps and solutions sent in by our readers.

Passwords, keypress cheats and maps speak for themselves, but for determined cheaters is also the arcane art of poking...

● **Pokes** - these are short programs which alter the game as it's loaded. They are developed by hacking specialists to alter such things as the number of lives you have, amount of energy etc.

● **Multiface pokes** - these work with Romantic Robot's little black box (Multiface). This gadget lets you do clever things which include 'poking' around in a program to change the number of lives etc. It's similar to ordinary pokes, but much, much easier.



Not a new game, but wonderfully executed for the disk version of Disney's classic game *Mickey Mouse* by Johnny and Kim Olsen (where've you been for the past couple of years?) from Denmark. The Danish guys save your bacon (Ok, I know is predictable!) by providing all the cheats you could possibly want, including the Multiface pokes.

```
{FnAs} 1.'Mickey Mouse'-.DISC
{DiAx} 2.'Infinite water'-.&651f,0
{AnBl} 3.'Infinite lives in sub game'-.&540d,0
{LwBx} 4.'Infinite keys'-.&7544,0-.&7545,0-.&754a,0-.&754b,0
{JoAx} 5.'Infinite lightning'-.&61a6,0
{MkAs} 6.'By Johnny & Kim Olsen
{OvAo} 7.'Hovedgaden 47A
{DuAo} 8.'3460 Birkerød
{OxAm} 9.'Denmark
{LiAq} 10.'tot=0:addr=&BE80
{GiAm} 20.'READ a$
{IwAv} 30.'IF a$="end" THEN GOTO 60
{CrAv} 40.'b=VAL("&"a$):POKE addr,b
{GyAw} 50.'tot=tot+b:addr=addr+1:GOTO 20
{MrBn} 60.'IF tot<&IE30 THEN PRINT "DATA ERROR"
:END
```

```
{OsAx} 70.'CLS:INPUT "Input level number 1-5:";n
{FoAt} 80.'IF n<1 OR n>5 THEN 70
{OuAv} 90.'MODE 0:POKE &BECB,n:CALL &BE8B
{ApAv} 100.'DATA 3E,00,32,06,52,32
{FsAs} 110.'DATA 07,52,C3,00,50,0E
{GmAu} 120.'DATA 07,CD,0F,B9,C5,21
{FsAt} 130.'DATA 00,01,11,00,00,0E
{BtAt} 140.'DATA 41,CD,3C,C0,C1,CD
{FwAt} 150.'DATA 18,B9,3E,00,32,10
{KoAv} 160.'DATA 01,32,01,01,21,00
{LxAt} 170.'DATA 00,22,02,01,CD,00
{DpAu} 180.'DATA 01,3E,C9,32,5E,1E
{HrAu} 190.'DATA CD,00,1E,21,80,BE
{DlAs} 200.'DATA 11,1C,46,01,0B,00
{MmAt} 210.'DATA ED,B0,21,1C,46,22
{FwAw} 220.'DATA F7,39,3E,01,32,C2
```

```
{Oias} 230.'DATA 39,32,07,7F,3E,00
{Jnat} 240.'DATA 32,1F,65,32,0D,54
{Jiau} 250.'DATA 32,44,75,32,45,75
{DvAv} 260.'DATA 32,4A,75,32,4B,75
{HrAt} 270.'DATA 32,A6,61,CD,2C,1F
{OmAq} 280.'DATA C3,61,1E,end
```

## Dark Fusion

Here's something new for an old game *Dark Fusion* just re-released on the Gremlin 10 Pack compilation. If, on the title screen, you type ULTRAGEN, after the last letter you will hear a sound (crshhggsh - or something similar), you have entered the cheat mode. Then during play pressing 1, 2, or 3 will advance you to different points in the game, pressing 4 at the same time will put your number of lives up to 8.



## Lotus Esprit Turbo Challenge

Here's Johnny Girvin, Belfast's best, back with a disk poke for the fine race game *Lotus Esprit Turbo Challenge*. Infinite fuel, starting position, qualifying position, are the things you can expect from this poke. John's motto is EMI LUDI CAEDI which loosely translated means "My

Emu has his leg fast in a rampant concrete mixer" (???)

```
{NsAs} 1.'LOTUS TURBO CHALLENGE
{LiAv} 2.'Disc hacks by John Girvin
{CrAn} 3.'April 1991
{FtAj} 4.'
{FuAs} 10.'MODE 1:CALL &BC02
{JtBj} 20.'PRINT "LOTUS TURBO HACKS by John Girvin"
{DuAl} 30.'PRINT
{ExAs} 40.'INPUT "Qualifying pos";q
{OpAo} 50.'INPUT "Starting pos";s
{DlAq} 60.'addr=&40:RESTORE
{NoAn} 70.'READ byte$
{GoBl} 80.'IF byte$="TURBONUTTER" THEN CALL &40
{JkBl} 90.'IF byte$="qq" THEN byte$=HEX$(q)
{MoBj} 100.'IF byte$="ss" THEN byte$=HEX$(s)
{CvAt} 110.'POKE addr,VAL("&"byte$)
{HlAs} 120.'addr=addr+1:GOTO 70
{NqAt} 130.'***LEAVE 140-210 IN ***
{JsAx} 140.'DATA 21,68,00,cd,d4,bc,79,32
{FtAu} 150.'DATA 67,00,22,65,00,21,00,01
{PrAv} 160.'DATA 55,5d,0e,41,df,65,00,21
{IlBi} 170.'DATA 6f,00,22,c7,01,21,00,01
{CvAu} 180.'DATA 0e,ff,c3,16,bd,00,00,00
{IpAv} 190.'DATA 84,a4,48,4c,46,04,5b,3e
{IsAv} 200.'DATA qq,32,61,41,32,7d,41,3e
{LqAv} 210.'DATA ss,32,5c,41,32,78,41
{FrAr} 220.'Infinite fuel
{BtBi} 230.'DATA af,32,61,3a,3e,d6,32,86
{MuAm} 240.'DATA 26
{LpAr} 250.'***LEAVE 260 IN ***
{JwAv} 260.'DATA c3,80,02,TURBONUTTER,4A
```

## AA67 Covertape

It's cover tape time - soon to become a regular feature (send 'em in now!). Graham Smith of Street supplies the cheats for the games on the 67 cover. Graham tells me that Status Quo (remember a couple of months back) are his fave band... Never mind Gray, lots of people have similar problems... well, one or two do anyway!

```
{Oiaq} 1.'AA 67 cover tape
{HvAq} 2.'By Graham Smith
{KuAu} 3.'To use on games saved to
{OrAu} 4.'disc save poke to games
{JxAs} 5.'disc and run from there
{FvAj} 6.'
```

ALL PRICES INCLUDE VAT  
AND POST & PACKING  
ON ORDERS OVER £5  
UNDER £5 ADD £1 P&P

K & M Computers (AA)  
140, Sandy Lane Centre  
Skelmersdale,  
Lancashire, WN8 8LH



## CHEAT MODE

```
{PjAv} 10·DEFSTR·a:FOR·j=48768·TO·48851
{HwAv} 20·READ·a:x=VAL("&"a$):y=y+x
{DvAt} 30·POKE·j,x:NEXT·j:PRINT
{AKAr} 40·IF·y<8673·GOTO·130
{KwAv} 50·FOR·j=1·TO·3:READ·a,b:a(j)=a
{PjAv} 60·b(j)=b:PRINT·j,a:PRINT:NEXT
{PxAv} 70·INPUT"Enter game number.",n
{BjAt} 80·IF·n<1·OR·n>3·GOTO·70
{CKAr} 90·POKE·48814,b(n):MODE=1
{BsBi} 100·IF·PEEK(48247)=223·GOTO·120
{GxAv} 110·IF·n=2·THEN·CALL·48797
{GqAt} 120·CALL·48768:RUN·a(n)
{KiAq} 130·PRINT"data·error"
{KqBi} 140·DATA·2a,09,00,22,d4,be,21,ab
{JtBi} 150·DATA·be,22,09,00,c9,06,00,11
{KjAw} 160·DATA·11,11,cd,77,bc,eb,cd,83
{GqBj} 170·DATA·bc,cd,7a,bc,c9,cd,8d,be
{MpAx} 180·DATA·cd,8d,be,3e,c3,32,0b,6a
{GjAw} 190·DATA·c3,88,07,f5,af,18,00,3e
{MxBi} 200·DATA·c3,32,0b,6a,18,1c,32,3a
{HjBi} 210·DATA·95,3e,c9,32,18,95,18,12
{IoBi} 220·DATA·32,fe,16,32,c3,1e,32,55
{JxAr} 230·DATA·23,32,e8,25,32,33,29,32
{KuAv} 240·DATA·b6,41,f1,c3,Total,17
{AiAt} 250·DATA·Hydro,0,Dizzy,7
```



### Multiface poke for AA Dizzy:

Address	Poke	Effect
953A	00	Inf lives
951A	C9	

### Multiface poke for AA Total Recall:

Address	Poke	Effect
13FE	00	Inf energy
2055	00	
2633	00	
3EB6	00	
1BC3	00	Inf. ammo
22E8	00	Inf. time

### Multiface poke for AA Hydrofool:

Address	Poke	Effect
7575	C3	No rust

## 4 Most Horror

The ageing Andy Price (it was his birthday last week), has put together another great compilation of pokes. This time for for Alternative's 4 Most Horror tape package. No. 1 of the fearsome

foursome is for Neil Android, who receives infinite lives.

```
{DtAp} 1·Neil·Android
{IpAo} 2·4·Most·Horror
{GxAr} 3·by·ANDY·PRICE
{FtAj} 4·
{EkAu} 10·MODE·1:BORDER·0:INK·0,0
{CKAt} 20·OPENOUT"Phil":MEMORY·85FF
{LuBi} 30·CLOSEOUT:LOAD"!s0.bin",8000
{ApAr} 40·CLS:CALL·802B
{CjAp} 50·LOAD"!s1.bin",8000
{IuAu} 60·INK·1,0:INK·2,0:INK·3,0
{IvAk} 70·CLS
{EkAr} 80·LOAD"!s2.bin",8000
{HuAv} 90·POKE·85567,0:CALL·80E9
```

### Multiface poke for Neil Android:

Address 5567 Poke 00

The second on Andy (and Alternative's) hit list is for Mr Weems and the She Vampires. It allows you to wander at will among the ghosts without losing that vital energy.

```
{FrAo} 1·She·Vampires
{IpAo} 2·4·Most·Horror
{GxAr} 3·by·ANDY·PRICE
{FtAj} 4·
{FtAr} 10·DATA·21,89,be,22,98
{JrAr} 20·DATA·a3,c3,7a,a3,af
{EmAs} 30·DATA·32,0b,1a,c3,88
{OxAr} 40·DATA·13,41,50,00,00
{DrAo} 50·hm=HIMEM+1
{CwAp} 60·MEMORY·39999
{GsAq} 70·LOAD"!weems.fnt",hm
{EoAu} 80·LOAD"!wloader",8A37A
{JkAr} 90·FOR·x=8BE80·TO·8BE8F
{NtAt} 100·READ·a$a=VAL("&"a$)
{OjAq} 110·POKE·x,a:NEXT
{NlAp} 120·CALL·8BE80
```

### Multiface poke for Mr Weems...:

Address 1A0B Poke 00

I remember *Nosferatu the Vampyre* – Klaus Kinski minus his makeup, creeping up and down stone staircases, looking for the non-existent film script – not my idea of fun. Anyway, enough of that, the game has a certain atmosphere, and more so now Andy has added a little bit of life to spice up the proceedings.

```
{NiAq} 1·Nosy·the·Vampire
{IpAo} 2·4·Most·Horror
{GxAr} 3·by·ANDY·PRICE
{FtAj} 4·
{EqAs} 10·DATA·21,89,be,22,6d
{CKAt} 20·DATA·10,c3,00,10,f5
{DlAr} 30·DATA·3e,3d,32,2e,28
{MjAr} 40·DATA·f1,c3,00,1a,00
{JwAr} 50·FOR·x=8BE80·TO·8BE92
{KiAt} 60·READ·a$a=VAL("&"a$)
{CxAr} 70·POKE·x,a:NEXT:OPENOUT"AP"
{BtAs} 80·MEMORY·8FFF:CLOSEOUT
{EvAt} 90·LOAD"",81000:CALL·8BE80
```

### Multiface poke for Nosferatu:

Address 282C Poke 3D

Let's do the time warp again... with Andy's poke for *The Rocky Horror Show*, last on the 4-most Horror comp. Did you know that the clean

## NEW KIDS BLOCK

If it's worrying you that the pokes in *Cheat Mode* just look like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! Programs, written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one, is:

1) Make sure the routine is written for your format – disk or tape – they will not generally work with both.

2) Type it in to the computer, making sure there are no errors.

● Typing in routines is always prone to errors, so there are a couple of things which are designed to help.

The first are the funny numbers within the "{ }" brackets on the left. They are NOT to be typed in but are a code produced by the TYPEWRITER program printed in the *Type-Ins* section this issue. It checks each line as it is typed in and produces a code which can be compared with that printed.

Secondly, all SPACES in the lines have been replaced by dots (which cannot be accessed from the keyboard, by the way), the idea being that it makes them easier to see. Got a DOT? Replace with a SPACE!

Quite often the routine itself will have a built in check on the DATA numbers and will advise you if one of them is typed in wrongly. User friendly or what?

3) Save the program to tape or disk (not the game tape or disk) so that it can be used again.

4) Put in the game tape or disk and type ITAPE or IDISC.

5) Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

**You should find that the game will load normally, or you will be given instructions on what needs to be done.**

shaven chappie in *The Crystal Maze* was Riff Raff in the film? No... neither did I, isn't life just crammed full of surprises? Stop the freezer and infinite time (not to mention a fortnight in the Crystal Dome with mumsie) are the goodies this time.

```
{GiAq} 1·Rocky·Horror·Show
{IpAo} 2·4·Most·Horror
{GxAr} 3·by·ANDY·PRICE
{FtAj} 4·
{ItAs} 10·DATA·2a,38,bd,22,bd
{LvAt} 20·DATA·be,3e,c3,32,37
{OwAt} 30·DATA·bd,21,92,be,22
{NoAs} 40·DATA·38,bd,c9,f5,e5
{FtAr} 50·DATA·3e,cf,32,37,bd
{MtAs} 60·DATA·2a,bd,be,22,38
{BwAu} 70·DATA·bd,21,ad,be,22
{KtAr} 80·DATA·ce,a5,e1,f1,cd
{NvAr} 90·DATA·37,bd,c3,91,a5
{MrAs} 100·DATA·af,32,44,0c,32
{GvAs} 110·DATA·4f,0c,32,58,0c
{BrAu} 120·DATA·32,68,0c,c3,5a
{DqAr} 130·DATA·97,00,00,00,00
{BjAr} 150·FOR·x=8BE80·TO·8BEC
{EpAu} 160·READ·a$a=VAL("&"a$)
{AuAu} 170·POKE·x,a:y=y+a:NEXT
{KwAt} 180·IF·y<>81C56·THEN·240
{DmAr} 190·CALL·8BE80:RUN""
{BqAs} 240·PRINT"Error·in·poke"
```

### Multiface poke for Rocky Horror:

Address	Poke	Effect
0C44	00	Stops freezer
0C4F	00	and
0C58	00	infinite
0C68	00	time

## Blazing Thunder

Finishing off this month's pokes, and going out in a blaze of glory himself, Stephen Troup of Kings Lynn steals the thunder with this tape poke for *Blazing Thunder* and provides a choice of cheats.

```
{MlAr} 10·REM·Blazing·Thunder
{MlAl} 20·REM·.....by
{BoAs} 30·REM·Stephen·Troup
{NoAo} 40·MEMORY·887FF
{FkAp} 50·LOAD"!BLAZING"
{GjBj} 60·POKE·8886C,&98:POKE·8886D,&89
{BpAm} 70·a=88998
{EwBm} 80·READ·b$;IF·b$="ST"·THEN·CALL·88800
{IjAs} 90·POKE·a,VAL("&"a$)
{NiAl} 100·a=a+1
{OrAl} 110·GOTO·80
{FwAw} 120·REM·Infinite·Smart·Bombs.
{DxAs} 130·DATA·3E,A7,32,0B,53
{PjAr} 140·REM·Infinite·Fuel.
{JpAu} 150·DATA·AF,32,F2,52,32,FE,52
{KpAs} 160·REM·Leave·last·line.
{PuAr} 170·DATA·C3,50,80,ST
```

### Multiface pokes for Blazing Thunder Tape:

Address	Poke	Effect
530B	A7	Inf. smart bombs
52F2	91	Inf. fuel
55FE	91	

## CHEAT MODE

## The Light Corridor

Infogrames' latest bat and ball game *The Light Corridor* is the subject of these cheats, two of them! Pause with RETURN, then type in LOS ANDROLLOS COMEN POLLO for infinite balls, or, pause the game and type SOMORMUJO VECTORIANO to see the light at the end of the tunnel. We put the best brains available on the job (Debby and her Mam), apparently it's Spanish and something to do with chickens! (Don't ask me!!)

## Titanic

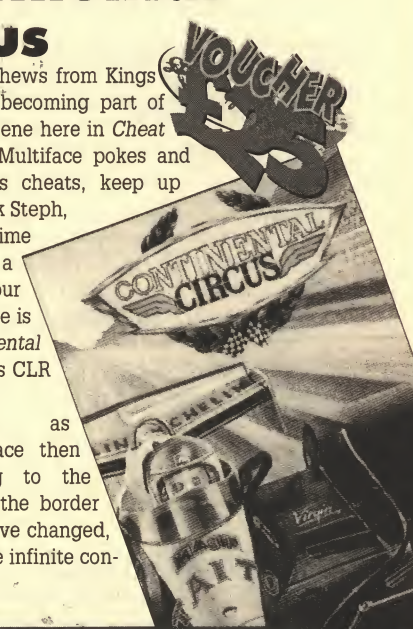
From P.L Curgenven in Trevone Bay comes an iceberg of a password to get you onto the higher level in the game *Titanic*. No need to hold your breath a moment longer, it's SUSIE.

## Midnight Resistance

Here's a good tip for *Midnight Resistance* from Jamie Dyson down in Plymouth and Jeremy Crute in Cobham – When you reach the end-of-level-guardian press CONTROL and it will self destruct (the guardian, that, is not the control key – oh, I don't know, though).

## Continental Circus

Stephen Matthews from Kings Lynn is fast becoming part of the regular scene here in *Cheat Mode*. Tips, Multiface pokes and now keypress cheats, keep up the good work Steph, it's about time you had a prize for your work. This one is for *Continental Circus* – Press CLR and redefine the keys as C,H,E,A,T,Space then on returning to the main screen the border colour will have changed, you now have infinite continues.



## Hawkstorm

Graham whips up a storm with this his final cheat of the month for *Hawkstorm*, Graham has supplied the Multiface stuff for both the 64K version and the 128K version, but the cheat is for the 64K only (was it was something I said?)

```
{JpAr} 1·Hawk·Storm·(tape)
{IvAp} 2·64K·version
{HwAg} 3·By·Graham·Smith
{IiAr} 4·Infinite·energy
{ChAt} 5·Infinite·bullets
{FvAj} 6·
{BiaU} 10·DATA·af,32,29,20,32,9a
{BmAt} 20·DATA·21,32,26,2d,32,87
{JxAt} 30·DATA·2f,32,20,35,32,63
{InAv} 40·DATA·38,c3,18,0e,11,00
{OvAr} 50·DATA·01,43,cd,77,bc,21
{BjAr} 60·DATA·dd,00,22,66,01
{DrAs} 70·FOR·j=0·TO·34:READ·a$
{DsAt} 80·x=VAL("&"a$):y=y+x
{LsAu} 90·POKE·j+221,x:NEXT·j
{NxAs} 100·IF·y<>2461·GOTO·120
{IiAr} 110·MODE·1:CALL·243
{AwAr} 120·PRINT"data·error"
```

### Multiface pokes for Hawk Storm:

Address	Poke	Effect
2029	00	Inf. energy
219A	00	
2D26	00	
2F87	00	
3520	00	
3863	00	Inf. bullets

### 128k version

2026	00	Inf. energy
2197	00	
2D23	00	
2F84	00	
351D	00	
3864	00	Inf. bullets

## Yogi's Great Escape

A couple of months ago there was a cheat for *Yogi's Great Escape* here in *Cheat Mode* which suggested you to redefine the keys to ICE for infinite lives. Well, that wasn't quite accurate (just testing you understand) – Philip Brown of Boston tells me that the cheat for the Hi-tec version involves pressing the the keys I,C,E down on the title screen (I've tried it, and it works!). Thanks very much Phil.

## Multiload magic

We've had this tip for multiload tape games before, but just in case you haven't heard here it is again from Kevin Hoy of Bootle, Martin Pegler of Fareham, William Ramage of Forth, Andrew Staff of Grimsby and Michael Westmacott of Bristol

A number of games allow you to load higher levels than the one you are supposed to. Some have a small "header" so the computer can check which level it is (*Cabal*,

*Dragon Ninja*, *Untouchables*, *Chase HQ*, *Robocop*), and need the correct header loading before the block you want, others just load the next one on the tape (*Shadow Warriors*, *Future Bike Simulator*, *Flibo's Quest*, *Tintin on the Moon*, *Rastan*). Listen to the tape and take note of the tape counter at the start of each level, then at the appropriate time whizz the tape forward to load a higher level. (Go on, it's worth a try).



# CHEAT MODE

## Nightbreed



Kevin Hoy of Bootle, who did such a wonderful job with the solution to Myth back in AA63 has returned from a technicolour trip to Midian clutching a solution and tips to the new Ocean game *Nightbreed*. Baphomet (Baphnight to his buds) may never be the same again.

### TIPS:

- Get a gun as soon as possible
- Kill all of the "Sons of the free"
- Stand still when on a screen with a vomiting fat man, he will ignore you and walk off the screen.
- You can jump further if you transform into Cabal, but whilst transformed you cannot use a gun.
- On the Game bottom turn away from the eyes and look out from the explosions under the floor.

### SOLUTION:

#### Game top:

Go right as far as you can then go through the door.  
Go through the next door on the screen with the vomiting man (what will they think of next?).  
Go left, jump over the mine and collect the circle icon.  
Go right and into the door on the far right. Step onto the mine (it won't harm you), a hole will appear.  
Jump down the hole and enter the next level (there are many ways but this is the quickest).

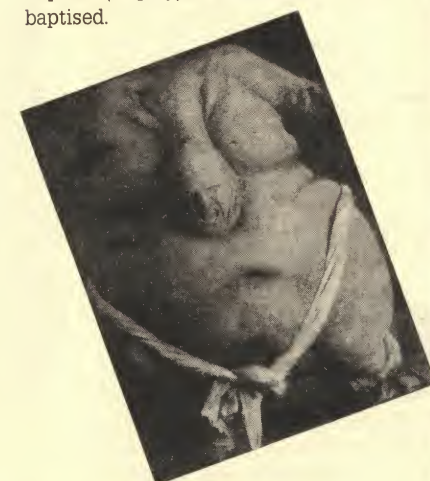
#### GAME MIDDLE:

Go right and down the ladder, then go through the door.  
Go left and down another ladder.  
Go left and open the door (you can only do this if you have the circle icon from Game top).  
Go through the door and collect the rectangular icon, exit the room.  
Go right, up the ladder, and right again.  
Jump off the edge of the floor down to the ground.

Go right and up the ladder (duck under the flying teeth).  
Go through the door, right, down the ladder, and right again to the edge of the floor.  
Jump off the edge and fall to the Game bottom.

#### GAME BOTTOM:

Go down the ladder, left, down the first ladder and left again.  
Go down the ladder, and left again.  
Don't open the door in the Berserkers' corridor until you have been baptised or you will be torn apart! (If you do this you cannot win the game without re-loading - be warned!)  
Go up the ladder, left, up the ladder and left again (pass the ladder going down).  
Up the ladder, right, and again up the ladder.  
Fight the mask (he will escape) and collect the triangle icon.  
Baphomet will summon you.  
Make your way back down to the Berserkers' corridor and walk right until you come to Baphomet's chamber.  
Open the door and go inside...  
Baptism (display) - watch yourself being baptised.



#### GAME BOTTOM:

Go left and open the door in the Berserkers' corridor.  
You will be told to lead the Berserkers to the surface.  
Go left, up the ladder, left, up the ladder, right, up the ladder and through the door.

#### GAME MIDDLE:

Go up the ladder, left, and jump over the mine.  
Go left, up the ladder, right, up the ladder, left, up the ladder and through the door.  
Escape (display) - Watch the Nightbreed escape.

#### THE END:

Descend to Game bottom as before.  
Fight the mask and rescue Cori.  
Return to the surface as before.

AA

## Multiface Marinations

Without a care for his own safety, the incredible Captain Ken Blithy (Kenneth Wood of Blyth) stepped onto the deck of the heaving Multiface. Down in steerage a number of green and bewildered passengers were stuck, well and truly out-depthed by the flood of compilations. "Shiver me anchor", "Splice the timbers", and "Weigh the mainbrace" squawked Poirot the parrot, as the cap' gave those 'lubbers a taste of the cat... sad really, they were expecting fish-fingers!

### Name Address Poke Effect

#### • TNT compilation:

Dragon Spirit	(t)	206B	00	Inf. lives
Toobin	(t)	9CE5	00	Inf. credits
Xybots	(t)	70F3	00	Inf. credits
Hard Drivin'	(t)	08BF	00	Inf. time

#### • Fists 'n' throttles:

Enduro Racer	(t)	A114	00	Inf. time
--------------	-----	------	----	-----------

#### • Thrill time Gold 3:

Commando	(t)	14C0	FF	255 lives
		072A	FF	255 bombs

#### • Edition 1 comp:

Gemini Wing	(t)	443B	00	Inf. lives
Xenon	(t)	0827	C9	Inf. lives
		080B	C9	Inf. energy

#### • 100% dynamite:

Last Ninja 2	(t)	5289	80	128 lives
--------------	-----	------	----	-----------

#### • Taito Coin Op:

Arkanoid 2	(t)	3318	A7	Inf. lives (1st load)
		419C	A7	Inf. lives (2nd load)
		3318	A7	Inf. lives (3rd load)
		4207	A7	Inf. lives (4th load)

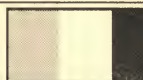
#### • Hollywood collection:

Indiana Jones	(t)	31B8	00	Inf. lives
		224B	00	Inf. whips
Ghostbusters 2	(t)	6721	00	Inf. lives (pt 1)
		6A01	00	Inf. proton beams
		6A83	00	Inf. pkr bombs
		6AD9	00	Inf. pkr shields
		6D63	00	Inf. fireballs (pt 2)
		70FC	00	
		7195	00	Inf. slime
Robocop	(t)	3F23	00	Inf. energy
Batman movie	(t)	EE06	C9	Inf. energy
		6743	00	Inf. lives
		76EE	00	Inf. time

### THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, its worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

- Load the game as normal.
- Press the RED button on the MULTIFACE.
- Press "T" for tool.
- Press "\*" to make sure you select the code.
- Press "H" for HEXADECIMAL input.
- Press "SPACE" for input.
- Type in the ADDRESS (4 characters ie. 3A7C)
- Type in the POKE (2 characters ie. A7)
- Press "RETURN"
- If there is more than one poke goto (f)
- Press "ESC" back to the menu.
- Press "R" return to the game.



## FRENCH TEST

including LA GUILLOTINE

- suitable for beginners and advanced alike -



£14.95 (Disk only)

- Over 2500 words organised into more than 80 different topics and 40 dictionary tests plus dozens of useful phrases.
- Flexibility - select from GCSE topics (Basic and Higher) or enter own vocabulary and merge a term's homework for revision.
- Two levels - Quick Test for rapid revision and Full Test for language learning with inbuilt PROGRESS ASSESSMENT.

"Accurately and slickly presented, Guillotine game very well done" AA  
"An excellent utility which puts the fun back into learning" ACU

NOTE: Using this program ensures success at GCSE - pass or we guarantee to refund your money in full.

Cheques etc. to: GMF Programs, Dept AA, 21 Northwick Park Road, Harrow, Middx. HA1 2NY Tel: (081) 861 2891 Plus evenings & weekends

# WANTED



## USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

# CASH PRIZES

# 0898 31 35 78

INFODIAL POBox 36 LS1 4TN Call charges 34p Per Min Cheap 45p Per Min All Other Times



Making technology work for you!

COMPUTERS, SOFTWARE, ACCESSORIES & BUSINESS EQUIPMENT

## UNREPEATABLE OFFERS!

### PCW 8256

### £339

### INC. VAT

### PCW 9512

### INC SHEETFEEDER

### £499

### INC. VAT

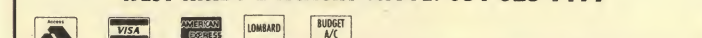
AMSOFT 3" CF2 DISKS (10) £14.99 INC P&P

PC1512 DD MONO £299.00 INC VAT

LIMITED STOCKS - PCW OFFERS  
DELIVERY £10.00 EXTRA

25-29 GRANGE ROAD WEST, BIRKENHEAD L41 4BY.  
FAX: 051-650-0506 MAIL ORDER 051-650-0500

PERSONAL CALLERS  
WALLASEY 37 SEAVIEW RD. 051-630-3013  
BIRKENHEAD 25/29 GRANGE ROAD WEST. 051-647-3377  
WEST KIRBY 2 ACACIA GROVE. 051-625-9199







# ALIENS

## Can You Kill The ALIENS For CASH PRIZES

# 0898 313 575

Infodial PO Box 36 LS1 4TN Call Charges 34P Per min Cheap Rate 45P all other times

## SPORTS SCOOP!

THE BOSS 2 - Only from us! The brand new edition of Soccer Boss, Peaksoft's Top Ten Football management game. It's all here - 4 divisions, FA Cup, European Cup, Cup-Winners' Cup, transfers, injuries, suspensions, full match and goal-scorer records, etc, etc!  
£9.99 disk, £6.99 cassette, post free.


ACTION CRICKET - Another great exclusive! The superb new update of Tim Love's brilliant Cricket International. Total control over terrific action graphics for one or two players, plus full scoreboard.  
£9.99 disk, £6.99 cassette, post free.

Phone our credit card hotline until 9pm for instant service, or just note your name, address and titles required on the back of your cheque or postal order.

### WHITE HOUSE COMPUTERS,

48 Queen Street, Balderton, Newark, NG24 3NS  
Tel: 0636 705230. (Established 1982)



## SD MICROSYSTEMS

### PAGE PUBLISHER

Superb text and drawing (DTP) package for the CPC 6128 or expanded 664/464. Works with keyboard/joystick/AMX mouse. Only £29.95 with extra fonts and sample clip art page.

NEW! PICTURE DISC.....£12.50  
Large library of top quality graphics in page publisher screen data format.

NEW! DISCBASE.....£12.50  
Automatically keeps track of your disk collection. Finds any file in one second!

NEW! KWIKFILE.....£12.50  
Versatile database with field calculations, searches, reports and many special features.

### CPC BUSINESS SOFTWARE

GENERAL LEDGER 6128.....£29.95  
Computerised book-keeping for small firms/clubs/self-employed. Receipts, payments, VAT, bank & cash, profit & loss Account etc.

STOCK ACCOUNTING 6128.....£39.95  
Integrated stock/invoicing/sales package.

NEW! HOME FINANCE.....£14.95  
Powerful domestic accounting system with up to 30 different categories.

NEW! GRAPH MASTER.....£14.95  
Produces TEN different types of graph. Includes Epson printer, dump and software. We also do PCW business software and general supplies at special prices

All programs are supplied on disc and run in 64K unless stated. When ordering please state Computer/Printer type. Add £1 P/P.  
\* SPRING OFFER: FREE disc utility sent with all orders

Send Cheques/PO's or SAE for our full catalogue to: (Dept AA)  
SD MICROSYSTEMS, P.O. BOX 24, HOLBEACH, Lincs TEL: (0406) 32252  
Australian agent: Cue 3 Software, P.O. Box 548 ROSNY PARK TAS.

# TREASURE ISLAND

1 2 3 4 5 6 7 8 9 10

A B C D E F G H I J



USE YOUR VOICE TO LOCATE THE TREASURE

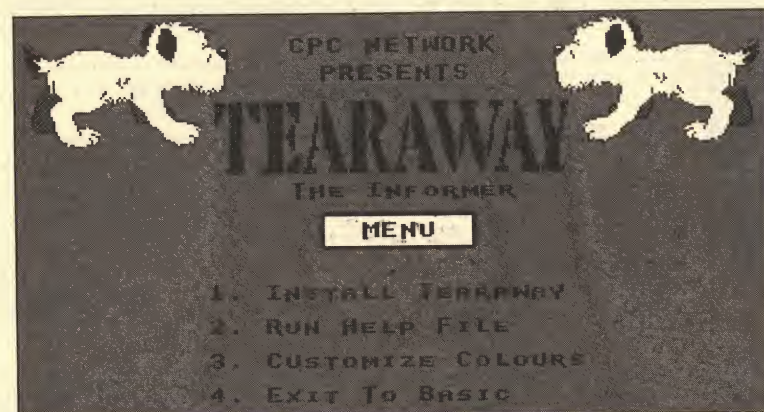
# 0898 313 586

Infodial PO Box 36 LS1 4TN Call Charges 34p Per min Cheap Rate 45p all other times



# TEARAWAY

All the pokes in *Cheat Mode* are generated by skilled hackers, probing deep into the game code for those elusive cheats. **PHIL HOWARD** examines a utility that helps you do just that...



● *Tearaway's* main menu. Once installed, it hides itself away in Multiface II's built-in memory, ready to be accessed when you hit that red button. Then its powerful 'hacking' features can be used to get the better of those otherwise unbeatable games.

**£12.50 disk only (£9.50 if you supply your own disk) ● CPC Network, 3 The Cottons, Outwell, Wisbech, Cambs PE14 8TL**

In the beginning there was the Multiface II. A window on the works had opened. Then came *The Insider*, who lurked within the Multiface and cast his Z80 eye over the CPC landscape. Now... look out, here comes *Tearaway* the informer, poke finder and revealer of detail, rallying to the aid of baffled games players everywhere, and (very possibly) with the ability to vanquish the evil *Insider* for all time.

*Tearaway* is a utility from CPC Network, a new outfit headed by enthusiast James Verity. It has been developed primarily with poke finding in mind, to help everyone from the keen novice to the hardened hacker squeeze that bit more out of their Multiface II. And what's more, it is dead easy to use.

tion line, or the *Insider's* postage stamp display, *Tearaway's* main menu takes over the screen. The entire program is menu-driven, so that you are never further than couple of keystrokes away from where you want to be.

## Exploring the options

These program's main features are all, to a greater or lesser extent, part and parcel of the hacker's repertoire. However, one of the options is unusual and interesting enough to mention further. It is the unique search facility, the development of which has been based primarily on poke finding, and it incorporates a clever system called the Null Value Option, which enables the user to search for opcodes with unknown addresses - it sounds ghastly, but can be extremely useful.

For instance, a frequent method of reducing lives etc. within a game is to use the sequence:

## Main features

- A full disassembler supporting documented (and undocumented) Z80 opcodes.
- A comprehensive search facility
- A memory editor and memory dump
- A graphic display of the memory area
- Information on, and the option to, change the registers, palette, and chip status.
- Plus the choice to output the data to screen or to printer (in hex or decimal), to insert pokes, and shuffle blocks of memory about.

```
3A 34 12 LD A,(1234) ;Get the lives
3D      DEC A      ;Reduce them by 1
32 34 12 LD (1234),A ;Put them back
```

Normally, though, the address 1234 will be unknown (different in each game). By setting the Null value to 00 and the search string to 3A 00 00 3D 32 00 00, *Tearaway* will search the entire memory (very speedily too) and report a list of locations where this combination can be found.

If you are a newcomer and unsure what to look for, the program's built in documentation lists half a dozen possible "cheat" routines to try out... you could make the hallowed *Cheat Mode* pages yet!

## The competition

Inevitably, comparisons are bound to be made with Romantic Robot's own program, *The Insider*, but there is no doubt that *Tearaway* is streets ahead, written specifically to fill the annoying gaps left by *The Insider*. Once loaded there is no disk access to slow you down, the menus are clear and easy to use, and the entire screen is used for display.

On the minus side, however, to achieve these benefits, *Tearaway* utilises 16K of the computer's usable memory, and by doing so renders itself incompatible with a few multiloader games. Also the disassembler and memory dump use a software (rather than hardware) scroll routine which makes them slightly difficult to read on the move. Lastly, the key selections for options are not terribly logical, it would have been nice to use "D" for Disassemble, "S" for Search, etc.

These criticisms are minor compared to *Tearaway's* advantages, which represent something new and exciting for the Amstrad. CPC Network itself, the company which produces *Tearaway*, is friendly, speedy, and professionally run. *Tearaway* is a useful program which should become an essential buy for Multiface II owning hackers and cheat seekers everywhere.

AA

## GOOD NEWS

- Clear and friendly to use
- Fast Search
- Full screen display
- Unique Null option

## BAD NEWS

- Needs Multiface II, 128K and a disk drive
- Full memory games are a problem
- Software Scroll is slow
- Non-intuitive keyboard shortcuts

# DONALD'S ALPHABET CHASE

The alphabet is the first step a child takes in learning to read and write. We didn't have a child handy... or did we? **FRANK O'CONNOR** learns his lesson!



**£10.99 Tape, £14.99 Disk ● Disney Software**

Educational games for children are becoming a fairly common sight on the Amstrad and so quality is paramount if a program is to make an impact.

So when Disney, unchallenged master of children's entertainment, decides to release a game, it ought to be something very special indeed.

*Donald's Alphabet Chase* sees the bad-tempered duck looking round his house for his missing alphabet pets. Alphabet pets, as if you didn't know, are little letter-shaped animals with a penchant for devilment and mischief.

## Pesky varmints

Donald's task is to round up the pesky little varmints and put them in their correct place. The letters are scattered in various rooms throughout the house. To help find the letters, the child simply presses the key they wish Donald to next search for. Don will then go to the correct room, find the letter, and tuck it safely away.

If a few moments are allowed to elapse without a key being pressed, one of the letters will appear on the screen anyway (though Donald won't be able to catch it until you press



● Aha! Donald's found that naughty letter 'J' in the fridge. The graphics are colourful and bold, and Donald himself is very well drawn.

the appropriate key). There is no indication of which letters have already been caught, so this at least gives an idea of what's left to go for.

Once all the letters in a particular location have been collected, a section of the alphabet song is played. The more locations completed, the more of the tune is played. Then Donald leaves the room, unable to visit it again.

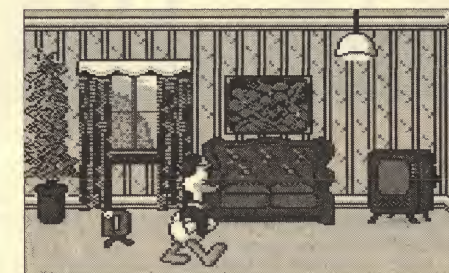
The action moves from room to room, with more of the diabolical little letters showing up in the most unlikely places. They could be in the fridge, behind the TV or swinging from the lightshade. Donald, once he has spotted the letter, will grab it when prompted. He may have to jump to reach the darn thing, but he'll get it eventually.

The main problem with this mode of 'play' is the repetitive nature of the action. Donald is only able to perform one task. This task may well be carried out in several different settings and situations, but it wasn't quite enough to hold my niece Lucy's attention.

A four year old has a fairly short attention span and a few more tasks would have helped keep things going.



● Ha ha ha! That's the best bit so far! Donald falls into the swimming pool while he's searching for those elusive letters. Donald's *Alphabet Chase* has a few humorous sequences (too few).



● Behind you, behind you! The daft duck can't see that letter 'D'. He'll get it eventually, though.

Still, the colourful graphics were a delight to the child and the interaction with a favourite Disney character is a real boon to a toddler.

On the graphics side of things there are few complaints. The screen is filled with a positive feast of colour. Donald is well animated, perhaps a little slowly, but the essence of his character is there.

## From two to five?

The title is aimed at a fairly wide age group; two to five. This may not sound like a large range, but the difference in ability between the two extremes of this group is larger than you'd think. The five year olds probably know their alphabet already and should be putting it to some use by that point. Two and three year olds however would probably appreciate something as simplistic as this.

The other problem is that the program doesn't teach alphabetical order directly, although the alphabet is displayed. The letters can be chosen in any order, and so it is up to a parent or teacher to explain which goes where.

The question is, does the program do what it is supposed to? Is it as educational as Disney would have us believe? The short answer is no. As attractive as it looks, the program doesn't stand up to much analysis.

Flashing lights and simple tunes are not enough to justify the purchase. When compared to the competition this looks fairly dire. Good advice would be to shop around for a more flexible package.

AA

## GOOD NEWS

- Colourful and attractive, with instantly recognisable characters
- Donald's tantrums and animated sequences bring many a young chuckle

## BAD NEWS

- The slow pace is frustrating
- Repetitive 'gameplay' soon promotes boredom
- Only a handful of different 'scenes'
- Poor value - you get little education for your money

United AmstradUser Group members ahoy! CPC Network is offering you special discounts. Get in touch for more info.

## System requirements

Supplied only on disk, *Tearaway* requires at least 128k of memory (not necessarily a 6128, though), and of course a Multiface II. A friendly opening

menu offers the options to install *Tearaway* itself, to read/print a comprehensive help file (which doubles as instructions), or customise the display colours. Once *Tearaway* has loaded into the Multiface RAM the computer resets, and, to all intents and purposes it was never there. You're free to run and play your games as normal... but, press the red button on the Multiface II and instead of the minimal informa-



# AA SMALL ADS

## For Sale

**BROTHER** Dot Matrix printer M-1009 with lead, suitable for CPC464 also Tasword tape and manual. Board games on tape. £75 the lot, Mary 081 789 6809.

**CPC 464** colour monitor, disk drive, 2 joysticks, 35 magazines, over 200 games, worth over £1600. Bargain at £1000, genuine reason for sale. Phone Marc on 0634 573065 from 7pm-10pm weekdays.

**NEW! DESKTOP** Publisher for newsletters, posters, correspondence. Load graphics, fonts. Justify text, draw lines, borders. 6128 only. £5.00 inclusive. S.S.A.E. for details, examples, Geoff Short, 4 Wykeham Avenue, Guisborough, Cleveland.

**CPC 6128** + Colour monitor, AMX mouse + interface, 26 games including F16 Combat Pilot and Art Studio. £250.00. Phone 0778 342371.

**COLOUR** monitor, AA issues 16-27, 28-39, 40-51, 52-64 in binders. Multiface II, DDI1 disk drive with some loose connections. All sensible offers very carefully considered. Phone 081 567 1221.

**COLOUR** CPC6128 KXP1081 printer, second drive Rombox, mouse, Tapedeck, serious and games software, books, etc. Worth over £1300, sell for £800 ono. Jonathan Hawkins, No1(A) Wing, RAF Halton, Aylesbury Bucks.

**CPC 6128** colour monitor, joystick, excellent condition, £550+. Software (including utilities disks and many top title games), manual, worth £875+. Move abroad forces sale. Bargain

£350 ono. Contact Simon 0483 771765 after 5pm.

**CPC 464** colour, disk drive, MultifaceII, joystick, dust covers, £300+ software 40+ mags. Total value over £1000. Sell for £420. Contact Andrew (0256) 470015 after 4pm.

**CPC 6128** colour monitor with some games and free broken printer will sell for £300 ono. Contact Anthony Mills Tel 081 651 3433 after 6pm, Monday to Thursdays

**CPC 6128** with colour monitor, Rom box including Protekt, ProspeII, Promerge, Utopia and Maxam Roms. Loads of software, books, games, both disk and tape, and magazines all excellent condition £350. (0777) 702331.

**BARGAINS** - software from £1. Eight bit printer port £10 FD1 B drive £20, Light Pen £10, Video Digitiser £30, DMP2000 £80, MP2 modulator £15 + books etc (0592) 758746 after 6pm.

**EMR** Amstrad Midi interface unit for 6128 computer complete with two books and all leads £50. Telephone 061 976 2525.

**CPC 664** Colour monitor, cassette drive, disk drive, Rombox with Protekt, ProspeII and Promerge Plus. £250 software, tape and disk. Loads of magazines £300 ono. (0256) 780570.

**AMSTRAD** CPC 6128 colour, printer, 3.5" disk drive, cassette, Rombox Rom box, Rodos, Multiface, Brunword Elite, Headline, AMX Art, Joysticks, 100+ games, blank disks, £600. Tel 0245 361273 after 6pm.

**AMSTRAD 6128** mono computer, O.C.P Art Studio, Mouse, Qualitas + print enhancement, over £130 worth games, tape + disk, Tasword, loads programs and disks, excellent for wordprocessing. Only £195. Call Gregor, (0727) 51037.

**CPC 464** computer including manuals, Basic books, colour monitor, light pen, 12 Amstrad Actions and £550 worth of software. Will sell the lot for £250 ono. Phone St Austell (0726) 68611.

**CPC 464** colour monitor, TV Tuner, D.D.1 Disk drive, Epson printer, joystick and lots of software, manuals etc. All in v.g.c. All for £425 o.n.o. Telephone Brian 0733 78947 (Peterborough).

**CPC 464**, colour monitor, 3" and 3.5" disk drives RS232 interface, DMP2000 printer, Rombox with Protekt, Speech Synthesiser, Light Pen, Amdrum, Multiface II with Insider, joysticks, books, games, cost £1300 will accept £500. Telephone Norwich (0603) 501563.

**6128 AMSTRAD**, hi-res mono, disk drive, tape deck, 3 joysticks, manuals, magazines, software (tape/disk) including Protekt wp, Desktop Publisher, Database, Spreadsheet, Driller, Blanks. covers. boxed. Super! only £160!!! (0689) 823907 (eves).

**CPC 6128** with colour monitor, extra disk drive, cassette player, joystick on a computer desk. Software including Art Studio, Tasword, Maxam etc plus 100+ games/educational £650 ono. (0264) 772957 Andover, Hants.

**ATARI 520 STE** + games, word processor, HyperPaint 2, Music Maker 22, First Basic only 6 weeks old, will swap for Amstrad 6128 + or sell for £300. Phone Eddie 0896 2189 after 530pm.

**CPC 6128** colour monitor, Multiface 2+ joystick, mouse, tape player, and leads, AA + ACU magazines all manuals and 100+ games inc Pirates, Advanced Art Studio, on disk, some on tape, worth over £800 sell for £380 ono. Phone David 0226 242357

## Wanted

**WANTED** Features, articles, programs, game reviews for a disk magazine for users with 3.5" disk drives with Romdos/Ramdos. You may get paid for your contributions. Phone 0924 251608 after 7pm.

## Services

**AMSTRAD** Basic? Send 9" x 4" SAE for details of my comprehensive loose leaf book. Each command individually detailed. Numerous demo programs. Result of over 20 years lecturing. C Baker, 68 Northfields, Clowne, Chesterfield S43 4BA.

**BCPL** Introducing BCPL is a comprehensive guide to the language which covers all the main areas. For more details send a S.S.A.E. to David Wilson, 37 Crowder Close, Longley, Sheffield S5 7NW.

**STUDY** home computing or train as a professional programmer. Correspondence courses. Phone Mrs Hayes 081 890 0785 or write to 33, Grasmere Close, Feltham, Middx TW14 9QW.

**SPARES** and Repairs available for the entire Amstrad range plus other computer accessories. Send S.A.E. J Hayward, 53 Ely Road, Cardiff CF5 2JF or phone 0222 554369.

## OTHER

**WOULD** you like to earn £3/£4 per hour mailing envelopes from home? No experience is required. Age unimportant. Stamped S.A.E. to: R K Matrizar, 27 Woodside Place, Glasgow G3 7QL.

AA SMALL ADS

**PROTON SOFTWARE**  
Tel: 0462 686977 24 Hour. FAX 0462 673227

**Cheques/PO's to: PROTON SOFTWARE, ENTERPRISE HOUSE, BLACKHORSE ROAD, LETCHWORTH, HERTS, SG6 1HL.**

<b>WHEELS OF FIRE</b> cass £9.99 disc £14.99	<b>T.N.T.</b> cass £9.99 disc £14.99	<b>MAN UTD</b> cass £4.99 disc £8.99	<b>HEROES</b> cass £9.99 disc £14.99
Please add 50p P&P if under £5	Phone now and place your order	New releases sent on day of release	Products in stock sent same day

Cass Disc	Cass Disc	Cass Disc
Big Box.....12.99.....	Kenny Dalglish.....6.99...10.99	Sim City.....6.99...9.99
Bloodwych.....6.99...9.99	Kick Off 2.....6.99...9.99	Skull and
Cabal.....6.99...10.99	Klax.....6.99...9.99	Crossbones.....7.49...9.99
Country Cricket.....6.99...9.99	Line of Fire.....6.99...9.99	Sly Spy Secret
Cricket Master.....6.99...9.99	Lords of Chaos.....6.99...9.99	Agent.....6.99...9.99
Cyberball.....6.99...9.99	Lost Patrol.....6.99...9.99	Snowstrike.....7.99...9.99
Dick Tracy.....TBA...TBA	Lotus Esprit Challenge.....6.99...9.99	Soccer Mania.....9.99...13.99
Dizzy Collection.....6.99...9.99	Microprose Soccer.....9.99...12.99	Strider.....6.99...9.99
Dragon Spirit.....6.99...10.99	Midnight Resistance.....6.99...9.99	Stunt Car Racer.....6.99...9.99
Dragons of Flame.....6.99...9.99	Monty Python.....6.99...9.99	Super Monaco.....7.49...9.99
Dynasty Wars.....6.99...9.99	Narc.....6.99...9.99	Supersoft
Emlyn Hughes.....7.99...10.99	Ninja Remix.....6.99...9.99	Road Racer.....7.99...9.99
Escape From the Planet of the	North + South.....8.99...11.99	Rick Dangerous II.....6.99...9.99
Exterminator.....7.49...11.99	N/Z Story.....6.99...10.99	Teenage Mutant
Robot Monsters.....6.99...8.99	Operation Wolf.....7.99...10.99	Turtles.....8.99...11.99
Filmb's Quest.....6.99...9.99	Op Thunderbolt.....7.99...10.99	The Spy Who
Football Manager II.....4.99...9.99	P47.....6.99...9.99	Loved Me.....6.99...9.99
Funschool 3.....6.99...9.99	Pipemania.....6.99...9.99	Tie Break.....9.99...13.99
Golden Axe.....6.99...9.99	Platinum.....10.99...13.99	Time Machine.....6.99...9.99
Grand Prix.....6.99...9.99	Puzznic.....TBA...TBA	TNT.....9.99...16.99
Gunship.....10.99...13.99	Rainbow Islands.....7.99...10.99	Toobin.....6.99...10.99
Hero's of Lance.....7.99...14.99	Rick Dangerous II.....6.99...9.99	Toyota Celica.....7.49...9.99
Hollywood Collec.....9.99...16.99	Saint Dragon.....6.99...9.99	Trivial Pursuit.....9.99...13.99
Hostages.....6.99...9.99	Satan.....6.99...9.99	Turbo Outrun.....6.99...10.99
Indy Jones Last	Shadow of the	Turrican.....6.99...9.99
Crusade.....6.99...9.99	Beast.....8.99...11.99	Twin World.....6.99...9.99
Judge Dread.....6.99...9.99	Shinobi.....6.99...9.99	Xenophobe.....6.99...9.99

# 3.5" DISK DRIVES ONLY £69.99

OUR SLIMLINE DISK DRIVES COME COMPLETE WITH FULL INSTRUCTIONS, FREE UTILITY SOFTWARE AND A 12 MONTH GUARANTEE FOR ONLY £69.99 + £4.00 CARRIAGE.

## SPECIAL SUMMER BARGAIN

A 3.5" disk drive, ROMDOS and a 6 socket rombox for only £99.99 plus £5.00 postage and packing.

THIS IS A GENUINE SAVING OF £40.00!!

PRICES:	DISK DRIVES	£69.99 + £4.00 P&P
	RAMDOS	£19.99
	ROMDOS	£29.99
	ROMBOX	£24.99
	10 3.5" DISKS	£10.00

Please state computer (464/664/6128) when ordering. Please note 464 owners must have a DDI-1 drive before they can use our drive. Please phone for further details.

**Siren Software**  
Wilton House, Bury Rd,  
Radcliffe, Manchester, M26 9UR.  
Tel 061 724 7572. Fax 061 724 4893

This section offers you a really cheap and effective opportunity to speak direct to 30,000 CPC owners - or would-be owners. Users report excellent results. You can place an ad up to 30 words for just £5.

So you could use it to sell a printer, launch a user group or advertise a piece of software you've written. One thing you can't advertise is the sale or swap of software. Such ads can be misused by pirates.

Fill in the application form and send it to us together with payment. We'll place the ad in the next available issue (published 2-7 weeks after we receive your order). Make sure you include your first name and phone no.

## ORDER FORM

SEND TO AA SMALL ADS, FUTURE PUBLISHING LTD, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2AP

Please place the following advertisement in the next available issue of *Amstrad Action*

Name \_\_\_\_\_

I enclose payment of £5.00 by Cheque/ P.O/ Access/ Visa

Address \_\_\_\_\_

Credit Card number \_\_\_\_\_

Telephone \_\_\_\_\_

Credit Card expiry date \_\_\_\_\_

Classification. Tick box: ☐ For sale ☐ Wanted ☐ Services ☐ User Groups ☐ Other


Write your advertisement here, one word per box. Include your first name and phone number.

Amstrad MP3 Modulator/TV Tuner, use with CTM 644 .....**£29.99**  
Amstrad MP2 (6128) Modulator/Power Supply.....**£19.99**  
Amstrad MP1 (464) Modulator/Power .....**£14.99**  
Add £3.50 for postage and packing

All orders sent by return: Cheque/Visa/Access

**Trade-In-Post, Victoria Road, Shifnal, Shropshire, TF11 8AF.**  
**Tel/Fax: (0952) 462135**



Trade enquiries welcome



## ADVERTISERS INDEX

Arnor.....8	Ocean Software . IFC, 3, 4, OBC
Atari.....20-21	Proton Software .....63
Caspell.....66	Romantic Robot .....46
Datel.....51, 52, 53	SD Microsystems .....59
G.M.F.....59	Serious Games .....63
Harry Whitehouse.....59	Siren Software.....63
Instamec.....59	Software City.....42
Intraset Ltd.....30	Trade In Post .....63
K & M Computers.....54	Turbosoft .....12, 13
Microsnips .....59	VoiceLine .....IBC
M.J.C Supplies.....22	Wave .....46

# Serious Games

All games from Serious Games work only on the CPC6128 and 6128+ because they use the extra 64K or RAM to store data. Our games are very large, taking up between 100k and 140K of disk space, but they are not copy protected.

## WAR IN THE WEST - £15.00

A large scale war game for 1 or 2 players, covering the 2nd World War in the western hemisphere. Players may command either the Allied or Axis forces. The game starts in late 1941 as the German Russian offensive stalls, the Afrika Korps prepares to counter-attack British forces in Libya, and the U.S. declares war on Germany. This game contains possibly the largest map in any war game, 230 by 152 squares, stretching from Britain to Soviet Asia and from North Africa to Norway. There are also 480 land units, 220 cities, air power, and naval transports.

## SOCCER 6128 - £6.00

An advanced soccer strategy game at a budget price. This early version of SMS contains 80 clubs in 4 English Divisions, domestic and European cups, and 2100 players.

## SOCCER MANAGEMENT SIMULATOR - £15.00

Probably the most realistic football strategy game available for any home computer, giving the manager a uniquely detailed control over team strategy. Manage one of the 92 clubs in the English League or the 38 in the Scottish League. With 100 foreign clubs there are over 3800 players to buy and sell.

## IMPERIAL CONQUEST - £15.00

A war/strategy game for 1 to 5 players, based in the ancient Mediterranean. The year is 270 BC and you lead one of five nations capable of conquering the whole of the Mediterranean world; Rome, Macedonia, the Seleucid Empire, the Ptolemaic Empire, or Carthage.

As leader you can alter tax levels, recruit troops, hire mercenaries, build fleets, make trading pacts, ally your nation with others, declare war, and lead your armies into battle.

Prices include postage. (Overseas add £3.00)

Cheques/Postal orders payable to **Serious Games.**  
Dept AA7, Serious Games, PO Box 6,  
Seaham, Co Durham, SR7 7EE



## CHALLENGERS Ubi-Soft

A superb compilation of past hits, including Super Ski, Fighter Bomber, Pro Tennis Tour, Kick Off and Stunt Car Racer. Five excellent games in one package!

Description	Price	Order No
Challengers Cass	£11.99	AA642AC
Challengers Disk	£16.99	AA642AD

## CRUISER Powerplay

The games reviewer's favourite joystick. Pick the winner and "shoot-em up" every time. "You can even hit people with it too!" Trenton W.

Description	Price	Order No
Cruiser Joystick	£9.99	AA618

## 10 PACK Gremlin

Ten games on one compilation? Yes, it's true. Ten classic oldies crammed on to two disks. Excellent value and excellent fun. This one will last you for ever!

Description	Price	Order No
10 Pack Cass	£9.99	AA638AC
10 Pack Disk	£12.99	AA638AD

## F16 COMBAT PILOT

Digital Intergration  
The latest and best game from the simulation specialists. Have you got what it takes to fly a state-of-the-art fighter plane?

Description	Price	Order No
F16 C. Pilot Cass	£12.99	AA643AC
F16 C. Pilot Disk	£15.99	AA643AD

**THE LATEST AND  
GREATEST PRODUCTS  
AT THE BEST POSSIBLE  
PRICES!**

# AMSTRAD ACTION

**HOW TO ORDER...**  
**JUST MAKE A NOTE OF THE PRODUCT  
NAME AND ORDER NUMBER AND FILL  
IN THE ORDER FORM OPPOSITE... OR  
RING OUR HOTLINE NUMBER  
ON 0458 74011**



**SEE OUR AMAZING SUBSCRIPTION OFFER OF  
FREE SOFTWARE ON PAGE 18 /19**

## SHADOW DANCER

US Gold  
Sega's brilliant sequel to Shinobi. Lots of levels of Ninja pranks and kung-fu antics. One of the best of it's kind on the CPC. Excellent!

Description	Price	Order No
S. Dancer Cass	£8.99	AA645AC
S. Dancer Disk	£11.99	AA645AD

## HOLLYWOOD COLLECTION

Ocean  
Robocop, Ghostbusters II, Indiana Jones and Batman - all in one fabulous compilation!

Description	Price	Order No
H. Collec Cass	£11.99	AA631AC
H. Collec Disk	£14.99	AA631AD

## NORTH & SOUTH

Infogrames  
Relive the epic battles and strategies of the American Civil War in this Mastergame from one of France's leading software house.

Description	Price	Order No
N & South Cass	£7.99	AA636AC
N & South Disc	£10.99	AA636AD

## AA BINDER

Keep your valued Amstrad Action magazine collection together in this bright red binder.

Description	Price	Order No
One Binder	£5.99	AA417R
Two Binders	£9.00	AA4172R

## PRINCE OF PERSIA

Domark  
Rescue a beautiful princess from the clutches of the evil Grand Vizier in this epic arcade adventure. Fantastic graphics!

Description	Price	Order No
Prince of P Cass	£7.99	AA644AC
Prince of P Disk	£11.99	AA644AD

## BAT Ubisoft

As a secret agent working for the BAT organisation, it's your job to apprehend a couple of escaped psychopathic criminals. This icon-driven adventure has amazing graphics you simply won't believe.

Description	Price	Order No
BAT Disk	£17.99	AA641AD

## STOP PRESS & MOUSE

Database Software  
If you're serious about DTP then consider no other. Powerful features and a superb mouse make it excellent value for money.

Description	Price	Order No
S/P & Mouse	£64.95	AA606

**PRICES INCLUDE  
POSTAGE, PACKING  
AND VAT  
NO HIDDEN EXTRAS**



## AMSTRAD ACTION JULY SELECTION



**CARTRIDGE**  
USER! **SAVE £6** off the cartridge version of **PANG AND NAVY SEALS** and **£8** off the cartridge version of **GAZZA** AND **£10.00** of the cartridge version of **EPYX World of sports.**

**FOR GAZZA**  
SEND A CHEQUE for £21.99 made payable to **FUTURE PUBLISHING** along with this voucher to:  
**AMSTRAD ACTION,  
FUTURE PUBLISHING FREEPOST,  
SOMERTON, SOMERSET, TA11 7BR.**  
**OFFER VALID UNTIL  
31st JULY 1991**

SEND **EPYX WORLD OF SPORTS** SEND CHEQUE for £14.99 made payable to along with this voucher to:  
**EPYX WORLD OF SPORTS,  
SPECIAL OFFER,  
UNITS 2/3 HOLFORD WAY,  
HOLFORD, BIRMINGHAM B6 7AX.**  
**OFFER VALID UNTIL  
31st AUGUST 1991**

**FOR PANG**  
SEND A CHEQUE for £19.50 made payable to **OCEAN SOFTWARE Ltd** along with this voucher to:  
**AMSTRAD ACTION OFFER,  
OCEAN SOFTWARE, 6 CENTRAL  
STREET, MANCHESTER M2 5NS**  
**OFFER VALID UNTIL  
30th SEPTEMBER 1991**

**FOR NAVY SEALS**  
SEND A CHEQUE for £19.50 made payable to **OCEAN SOFTWARE Ltd** along with this voucher to:  
**AMSTRAD ACTION OFFER,  
OCEAN SOFTWARE, 6 CENTRAL  
STREET, MANCHESTER M2 5NS**  
**OFFER VALID UNTIL  
30th SEPTEMBER 1991**

## AMSTRAD ACTION MAIL ORDER

### FUN SCHOOL 3

Database Software  
Bumper packages of educational software for infant and primary school children. The complete suite of six programs. Teddy Bear Under 5's / Frog 5-7 years / Robot Over 7

Description	Price	Order No
T. Bear Cass	£9.99	AA632AC
T. Bear Disk	£11.99	AA632AD
Frog Cass	£9.99	AA633AC
Frog Disk	£11.99	AA633AD
Robot Cass	£9.99	AA634AC
Robot Disk	£11.99	AA634AD

Name	Description	Price	Order No
Address			
Postcode			
Phone number			
Method of payment (please circle) Access • Visa • Cheque • PO		TOTAL ORDER	
Credit Card No			
Expiry date	Please make all cheques payable to Future Publishing Limited		

SEND THIS FORM TO: Amstrad Action, Future Publishing Ltd, Freeport, Somerton, Somerset, TA11 7BR

No stamp required if posted in the UK, Channel Islands or the Isle of Man



## RIBBONS

ALL TOP-QUALITY UK BRANDS!

<b>Amstrad</b>			
PCW 8256 Fabric LONG LIFE	2741LL	£4.95	Band C
PCW 8256 Fabric colours	* 2741Col	£4.95	Band C
PCW 8256 Multistrike Films	* 2741MS	£3.95	Band B
PCW 9512 Fabric LONG LIFE	2746LL	£4.95	Band C
PCW 9512 Fabric colours	* 2746Col	£4.95	Band C
PCW 9512 Multistrike Films	* 2746MS	£3.95	Band B
DMP 2000/3000/3160	2426FN	£2.95	Band A
DMP 4000	2426FN	£5.95	Band A
LQ 3500	2741LL	£4.95	Band C

<b>Others</b>			
Brother M1009/1109/1209	2412FN	£4.95	Band C
Commodore MPS-803	2412FN	£4.95	Band C
Canon PW1080A	2223FN	£4.95	Band C
Citizen 120D/180E/LSP-10	2488FN	£3.95	Band C
Citizen MSP-20/40/50	2477FN	£4.95	Band C
Citizen HQP-45	2478FN	£6.95	Band C
Citizen Swift 24 pin	2488DN	£3.95	Band B
Epson FX/MX/RX-80/LX-800	2273FN	£4.95	Band C
Epson LX/GX-80/LX-86/90	2454FN	£4.95	Band C
Epson LQ-400/500/800/850	2477FN	£4.95	Band C
Epson LX-800/1000	2774FN	£4.95	Band C
Epson MX/FX-100/1000/1050	2320FN	£4.95	Band C
Epson MX/FX-100/1000/1050	2563MS	£3.95	Band B
Juki 6100 Daisywheel	2698FN	£4.95	Band C
Mann/Tally MT80/81	2739FN	£4.95	Band C
Mann/Tally MT85/87	2740FN	£5.95	Band C
Mann/Tally MT86/88	2254FN	£4.95	Band C
NEC Pinwriter P1/P2/P6	2844FN	£4.95	Band C
NEC Pinwriter P2+/P2200	2870FN	£5.95	Band C
NEC P6+/P7+	2228FN	£4.95	Band C
Panasonic KXP 1081/1090	2905RD	£4.95	Band C
Panasonic KXP 1180	2904RD	£4.95	Band C
Panasonic KXP 1124	2317FN	£3.95	Band B
Sekosha GP 100	2741FN	£4.95	Band C
Sekosha SL 80/SP 1000/1200	2236FN	£4.95	Band C
Sekosha GP 500/550	2698MS	£4.95	Band C
Shinwa CP-80	2861FN	£3.95	Band B
Star LC-10/NX 1000	2869Col	£5.95	Band D
Star LC-10/4 colour	2868FN	£3.95	Band B
Star LC-24 10	2761FN	£4.95	Band C

★ **new! COLOURS** ★

CITIZEN 120D/180E/LSP-10	2488Col	£4.95	Band C
EPSON FX/MX-80	2273Col	£4.95	Band C
EPSON LX/GX-80/86/90	2454Col	£4.95	Band C
NEC P6+/P7+	2870Col	£6.95	Band E
SEIKOSHA GP 500A/550A	2236Col	£5.95	Band D
STAR LC-10/NX 1000	2861Col	£4.95	Band C
STAR LC-24 10	2868Col	£5.95	Band D

★ COLOURS AVAILABLE ARE - Blue/Brown/Red/Green

Buying more than one ? 2 - OFF 5 - OFF

Price Band A	£5.75	£12.95
Price Band B	£7.45	£16.95
Price Band C	£8.95	£19.95
Price Band D	£10.95	£22.95
Price Band E	£12.50	£27.80

If your ribbon is not listed - please enquire

WE CARRY RIBBONS FOR 800 DIFFERENT PRINTERS

Laser cartridges, ink-jets etc also stocked

Head Office: Unit 2A, Sterte Ind Est, Poole Dorset BH15 2AF

cost effective computing starts here...

**CASPELL**  
computer  
order line 0202-666155  
fax line: 0202 - 668208  
**PAPER**

BEST QUALITY white, wood free - LOW DUST specification	
11x9.5" 60gsm FANFOLD LISTING	2000 £13.95
11x9.5" 70gsm MICROPERFORATED	2000 £15.95
11x9.5" 85gsm LETTER QUALITY	1000 £10.95
A4 size 70gsm MICROPERFORATED	2000 £19.95
A4 size 85gsm LETTER QUALITY	1000 £11.95
11x9.5" NCR 2-PART PLAIN	1000 £21.95
11x9.5" NCR 3-PART PLAIN	700 £24.95
...and of course there's our own UNIQUE A5 continuous paper	
A5 size 80gsm LETTER QUALITY	1000 £11.95

CARRIAGE:- PLEASE ADD £5.00 TO ANY ORDER FOR PAPER

**LABELS**

Fanfold LABELS from <b>AVERY</b>	
Standard address size available 1 or 2 across	
3.5" x 1.5" ... £3.75 per 1000	
many other sizes stocked - please enquire	

CARRIAGE:- PLEASE ADD £2.50 TO ANY ORDER FOR LABELS

**DISKS**

BENCHMARK - SENTINEL 'Need we say more!'	
5.25" DS/DD	HD 1.2MB
25 for just £13.95	10 for just £11.95
50 for just £24.95	25 for just £24.95
3.5" DS/DD	HD 1.44MB
10 for just £11.95	10 for just £23.00
25 for just £24.95	25 for just £47.95

...and for the AMSTRAD CPC/PCW:

3" maxell CF2 suits all 3" drives, single or double density

The very best HIGH GRADE disks

5 for just £11.50 10 for just £21.95

20 for just £43.90 plus FREE...

LOCKABLE DISK BANK (holds 20+) WORTH £9.95

order by FREEPOST... or at our SHOP

CASPELL COMPUTER OPEN 9.30 to 5pm MON/SAT

Dept AA 1 New Orchard

FREEPOST High Street

Poole POOLE

Dorset BH15 2BR Dorset

0202 - 666155 BH15 1LY

PAYMENT CHEQUES - made payable to CASPELL

COPIES OF OUR TERMS OF TRADING ARE AVAILABLE UPON REQUEST. ALL OFFERS ARE VALID FOR 28 DAYS

## RE-INK

Still throwing your old ribbons away?

FABRIC RIBBON RE-INKING FORMULA

Now there's **Re-ink**

Simple, easy re-inking at home!

One can will Re-ink up to 30 ribbons or top-up 100+!!

- Completely ozone-friendly
  - Contains NO propellants of any kind
  - Recyclable aluminium can
  - Superb quality dense black ink
- All fabric ribbons have press-on tops... Just lift off the top, spray on a teaspoonful or two of ink and leave to dry.
- For CLEAN, CLEAR, BLACK PRINT... again and again...

only **£12.95** inc vat

**PERSONAL ORGANISER PAPER**

Fanfold paper for your organiser!  
Use with LocoScript etc or specialist programs!  
6.5-in deep (39 lines) by 3.75-in wide + edge strips  
80gsm white paper with microperfed edges.  
250-pack £8.95, 500-pack £14.95 inc VAT & post

ALL OUR PRICES INCLUDE VAT

same day despatch + 1st class delivery

ALL ITEMS FREE DELIVERY except Paper and Labels

**HOW TO ORDER**

DELIVERY PAPER + EVERYTHING

UK MAINLAND ENVELOPES LABELS ELSE

3/5 DAY SERVICE £5.00 £2.50 & FREE

NEXT DAY SERVICE £10.00 £10.00 £10.00

(orders placed by 3.00pm)

PERSONAL CALLERS OVERSEAS (optional insurance)

Free of Charge (of course!) Surface shipping at cost

COMPUTER VISA and ACCESS POSTAL ORDERS

COPIES OF OUR TERMS OF TRADING ARE AVAILABLE UPON REQUEST. ALL OFFERS ARE VALID FOR 28 DAYS

# WIN THIS AMAZING AMIGA 500

PLUS A COLOUR PRINTER!

PLUS A COLOUR MONITOR!



AND  
11 FREE GAMES!  
CALL 0898 299233

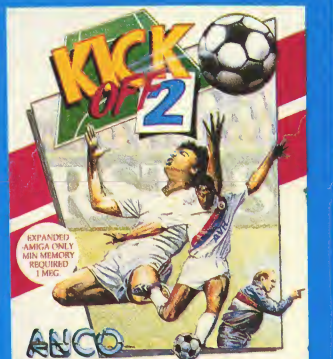
# WIN THE TOP 10 AMIGA GAMES!

THE TOP TEN AMIGA GAMES OF TODAY, COULD BE YOURS TOMORROW IF YOU'RE THE WINNER OF OUR COMPETITION! THE GAMES YOU COULD WIN ARE SPEEDBALL 2, TURRICAN 2, GODS, KICK OFF 2, VIZ, MIG 29, LITTLE PUFF, SWIV AND FANTASY WORLD OF DIZZY! AND WHAT MORE COULD YOU POSSIBLY NEED!



CALL 0898 299235

# WIN THE TOP FIVE AMIGA SOCCER GAMES!



YOU COULD WIN FINAL WHISTLE, SOCCER MANAGER, KICK OFF 2, GAZZA, AND WORLD CHAMPIONSHIP SOCCER FOR YOUR AMIGA IF YOU CALL NOW!

0898 299234

# WANTED

WE WANT YOUR HONEST OPINION OF AMSTRAD ACTION - SO WE CAN MAKE IT EVEN BETTER!

This questionnaire helps us monitor what you, our readers, think of **Amstrad Action** and keep it tailored to your wishes. Please don't pass up this opportunity to influence the future of your magazine. We really do want to know your honest views! • You don't even need a stamp! Simply return to:- Reader Survey, **Amstrad Action**, Future Publishing, Freepost, Avon, Bath BA1 1XY

1. Which Amstrad Computer do you own?  
☐ CPC 464 ☐ CPC 664 ☐ CPC 6128  
☐ 464 Plus ☐ GX4000 ☐ 6128 Plus

2. Which other computers do you own?  
☐ Spectrum ☐ C-64  
☐ ST ☐ Amiga ☐ PC  
☐ Archimedes ☐ Sega console ☐ Nintendo

3. How do you rate **Amstrad Action** in terms of value for money?  
☐ Excellent value  
☐ Good value  
☐ Reasonable value  
☐ Poor value  
☐ Ripoff

4. How much does the cover of this issue appeal to you?...../10

5. How much does this issue appeal to you overall?...../10

6. How does it compare with previous issues you've seen?  
☐ Much better  
☐ Slightly better  
☐ The same standard  
☐ Slightly worse  
☐ Much worse

7. Please rate out of ten this and any other computer magazines you read regularly:  
**Amstrad Action**...../10  
...../10  
...../10  
...../10

8. What is it you like most; and then least about this issue?  
I most like.....  
.....  
.....  
And I least like.....  
.....  
.....

## MAKE SURE YOU GET YOUR REGULAR COPY OF AMSTRAD ACTION!

After all, you're going to be well gutted if your newsagent sells the last copy .001 seconds before you get there. To avoid this appalling possibility, fill in this coupon, snip it out and hand it over the counter. OK?

Dear Newsagent,

Please reserve **Amstrad Action** magazine for me each month, beginning with the August issue, out on Thursday 18th July.

My name .....

.....

My address .....

.....

.....

.....

.....

.....

.....

.....

.....

.....

**Amstrad Action** is published by **Future Publishing** and is available from your local wholesaler.

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. Average length of the call is 5.5 minutes. For winners list send SAE to: Populuxe, PO Box 2065, London, W12 9JH. Please ask your parents permission before you call.